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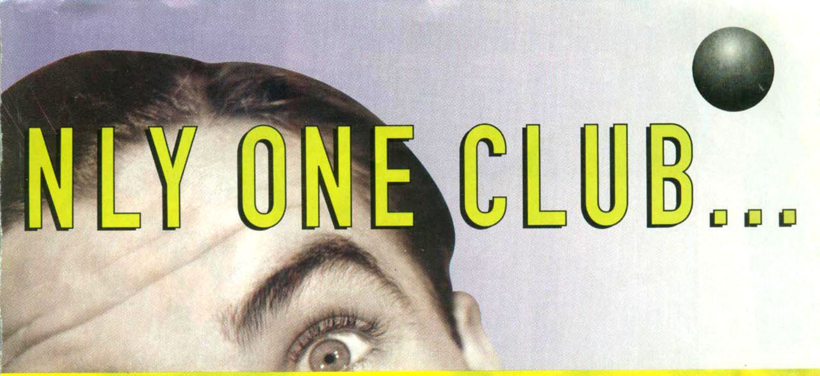

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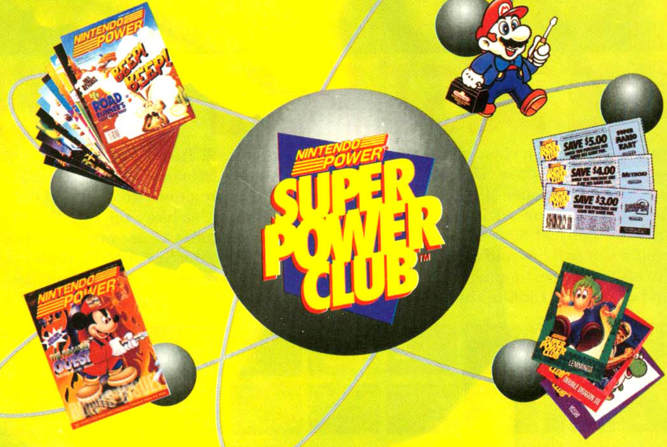
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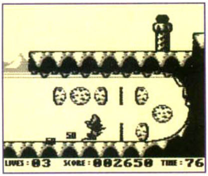

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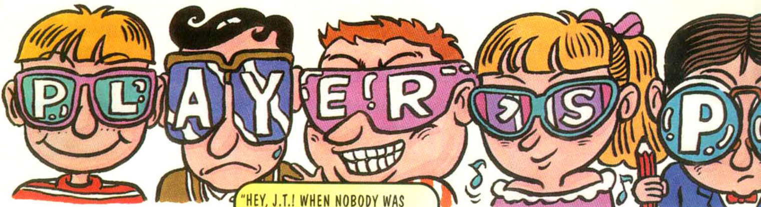
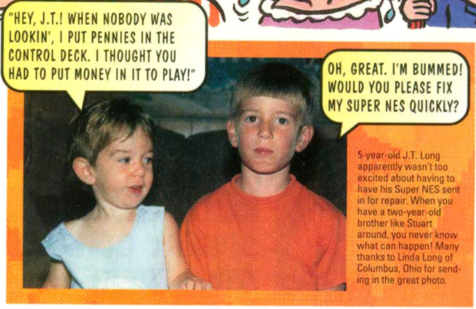


I've been reading your Player's Pulse section since the very first issue. I finally found time to sit down and write about what a 47-year-old truck driver (18-wheeler) would like to see in a future issue. A few years ago, I received a game called Blaster Master. I haven't been able to complete it. I understand that there's another Blaster Master coming soon for Super NES, which I also have. I'd like to see the original Blaster Master reviewed in a future issue.

A funny thing happened to me one cold night out in the middle of nowhere. I was playing Game Boy at about 2 a.m. when I reached a point in Final Fantasy Legend that got my goat. After hours of not getting anywhere, I said "That's it!" I was never going to play again. I took the Game Boy, jumped out of the truck and placed it under the front tire. As I got back in to put my truck into gear and run over it, someone yelled "Stop! Wait a minute!" I opened my door and this guy came running up. He said he saw what I was about to do, and being a long-time player, he wanted to know what game I was playing. When I explained it was Final Fantasy Legend, and where I was in the game, he got in and explained what I had to do. Following his instruction, I came right out of the problem. I looked up as he was getting out to say "Thanks" when he smiled and said, "Don't thank me, mister. If it wasn't for my kids, I'd have done the same thing." So kids, don't give up the ship. If a 47-year-old truck driver can do it—so can you.

David Landers
Richmond, VA


"HEY, J.T.! WHEN NOBODY WAS LOOKIN', I PUT PENNIES IN THE CONTROL DECK. I THOUGHT YOU HAD TO PUT MONEY IN IT TO PLAY!"
OH, GREAT. I'M BUMMED! WOULD YOU PLEASE FIX MY SUPER NES QUICKLY?

5-year-old J.T. Long apparently wasn't too excited about having to have his Super NES sent in for repair. When you have a two-year-old brother like Stuart around, you never know what can happen! Many thanks to Linda Long of Columbus, Ohio for sending in the great photo.

I challenge Jeff Hansen to a duel in Street Fighter II, A Link to the Past, Star Fox and Super Mario Kart. I have beat SFII on difficulty Level 7. In Mario Kart, I have a gold cup in every race except the 150cc Special Cup. In A Link to the Past, I've got every Item and have beat it in five hours with under 10 lives lost. In Star Fox, I've got 100% on Level 1-1, found the Black Hole, got all 15 rings in Practice Mode and have almost beat Level 1-6. So, I issue a challenge to Jeff Hansen, the Nintendo World Champion. I will destroy him, then I will be the Nintendo World Champion. See you in the ring!

James "S-NES" Hanna
River Vale, NJ

We're pretty sure that Jeff would accept your challenge, but be warned: he is a machine! You may be attempting to bite off more than you can chew. Any other challengers out there?

I just wanted to write because I want to congratulate you on your terrific success on Star Fox and the Super FX chip. It's probably the greatest game I've ever played. I'd also like to do something else—that is defend your comics. I really like them. Not everybody thinks you should get rid of them.

Donnie Raiger
Jonestown, PA

NINTENDO POWER SUPER POWER CLUB

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR AUGUST '93

#28 PUNCH-OUT!!

#3 TETRIS

#68 STAR FOX

Who is the mightiest character in Street Fighter II? Which World Warrior do you find consistently wins the most matches? Or, are the skills of each character matched *exactly*? Let us know your thoughts on this pressing video game issue.

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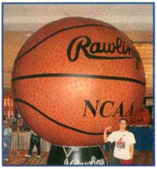
MARCH MADNESS!

NCAA FINAL FOUR CONTEST WINNER

Hoopin' it up in New Orleans! All the way from Pueblo, Colorado, came Pat Durham, winner of the Player's Poll Contest from Volume 43. Pat and his father, Bill, made the New Orleans flight in early April to witness the 1993 NCAA Final Four. They were treated to three excellent games and generally received the V.I.P. treatment. A big thanks goes out to Rawlings for providing tickets to all three Final Four games and tickets to the NABC All-Star game. Another highlight was the Mountain Dew Slam Dunk & 3-Point Shootout contest held at Tulane University. It was broadcast live on ESPN. If you happened to catch it, you may have seen Pat and Bill. They had front row seats!

THE ROAD TO NEW ORLEANS
EAST
MIDWEST

The road to New Orleans was tough for the basketball teams from North Carolina, Michigan, Kentucky and Kansas, but not for Pat Durham. All he had to do was send in his Player's Poll card!



Handling this monstrous Rawlings creation was no problem for "Air" Durham.

EDITOR'S CORNER

This past June in Chicago, the 1993 Summer Consumer Electronics Show took place and in this issue we'll give you the lowdown on upcoming games. I have good news and bad news about the show. First, the good news. We saw a ton of exciting games that'll be coming your way in the months ahead. For example, Mega Man X looked extremely hot on the Super NES, although only a small percentage of it was complete. Acclaim's NBA Jam should dunk over everyone. Bugs Bunny: Rabbit Rampage from Sunsoft has superior graphics—it looks just like a cartoon! TMNT: Tournament Fighter from Konami should please more than just Turtles fans and Secret of Mana from Square Soft looks to be a top-notch RPG adventure. There are many more and we can't wait to show them to you!

Gail Tilden
Editor in Chief

(I was just kidding about the bad news.)

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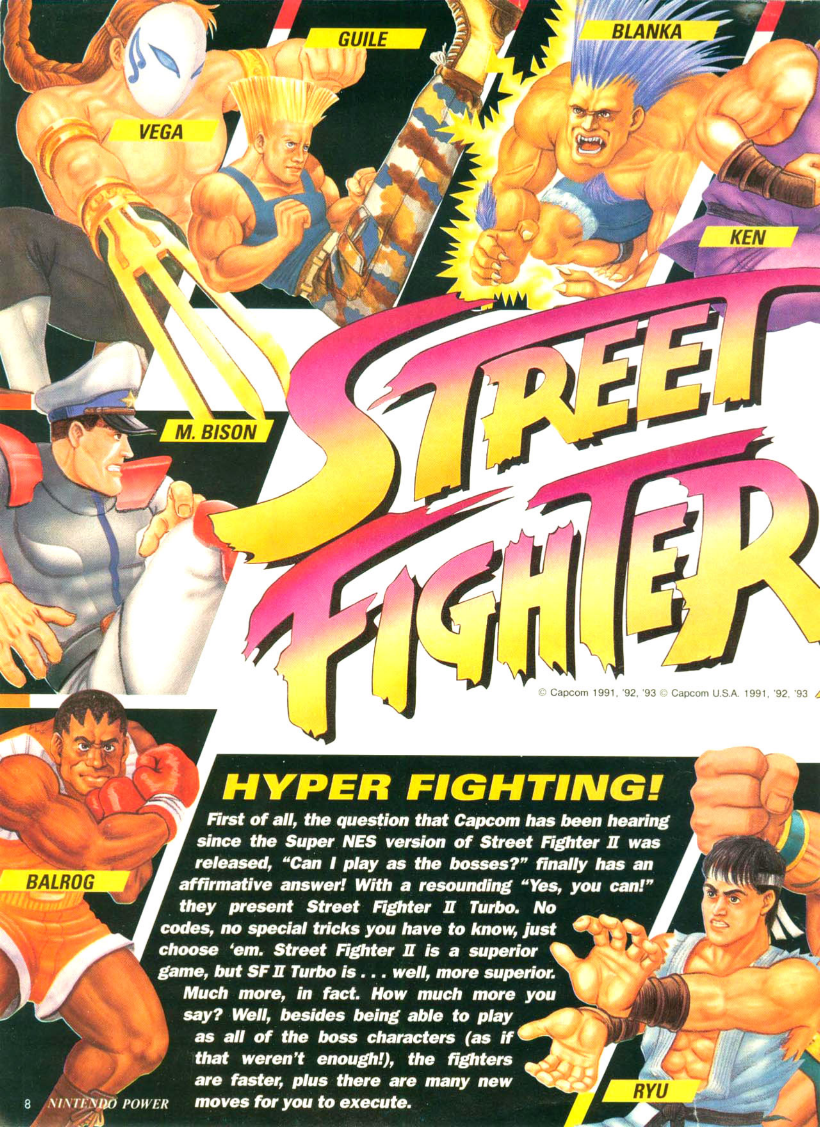

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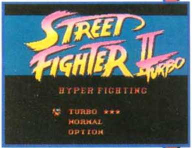
HYPER FIGHTING!

First of all, the question that Capcom has been hearing since the Super NES version of Street Fighter II was released, "Can I play as the bosses?" finally has an affirmative answer! With a resounding "Yes, you can!" they present Street Fighter II Turbo. No codes, no special tricks you have to know, just choose 'em. Street Fighter II is a superior game, but SF II Turbo is . . . well, more superior. Much more, in fact. How much more you say? Well, besides being able to play as all of the boss characters (as if that weren't enough!), the fighters are faster, plus there are many new moves for you to execute.

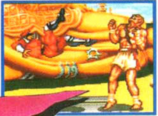
CHUN LI
TM
II
TURBO

WHAT'S NEW?


STREET FIGHTER II TURBO
HYPER FIGHTING
TURBO ★★★
NORMAL
OPTION

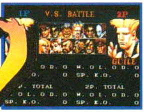
You can adjust the level of "Turbo" you want by adjusting the number of stars next to TURBO. You can also choose to play at normal Street Fighter II speed. In the Option menu you can set each player's Attack Level, set the time limit and change the Controller Configuration.

EVERYONE'S IN THE ACT

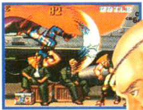


You've seen their moves in action before, but now you get the chance to learn the boss characters' moves and use them on the other fighters! Remember, though, no one character really has an advantage, just different skills and techniques.

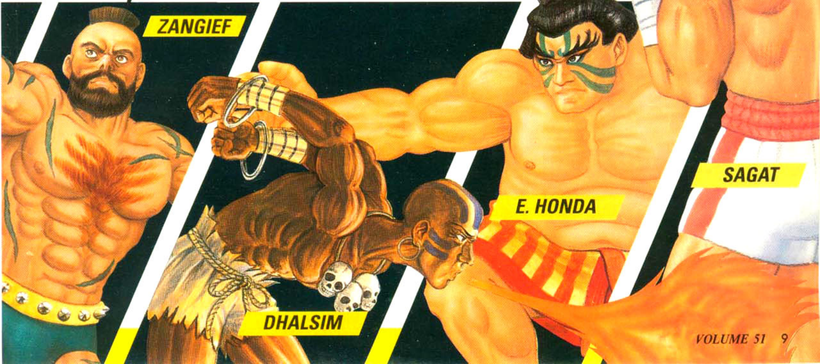
NO MORE CODES!


1P
V.S. BATTLE
2P
GUILE

You don't have to enter any codes to get the same character vs. same character option.



The computer automatically assigns a different color for each fighter.


ZANGIEF
SAGAT
E. HONDA
DHALSIM

STREET FIGHTER II TURBO

THE FEARED REBEL LEADER

M.BISON

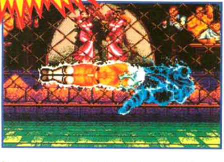
M. Bison isn't the "strongest" because he's the final boss. When playing the computer, a battle with M. Bison may be the toughest, but when Player 2 selects him, it's anyone's match! We've provided some charts for each character. The first deals with the characters' "normal" abilities (1 to 5). The second chart gives a projected win %, providing Player 1 and Player 2 are equal.

ABILITIES CHART

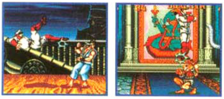
MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	5
ATTACK	3
DEFENSE	3

POWER MOVES!

THE PSYCHO CRASHER

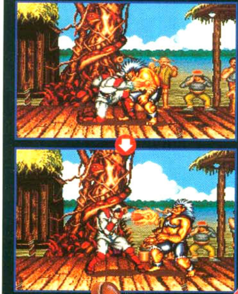


Press and hold the Control Pad in the opposite direction that you're facing for two seconds and then press the Control Pad in the direction you're facing plus Strong Punch. Press Weak Punch for a shorter Psycho Crasher. It's a fantastic move. Scary!

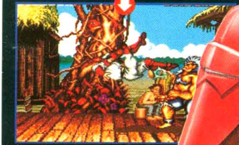


M. Bison's feet-first flying kick often scores multiple hits while providing body protection. Try to take advantage of his armored boots and shin guards. Holding the Control Pad Down and pressing Strong Kick can quickly put an opponent on the floor!

M. BISON'S FLYING FISTS OF FIRE



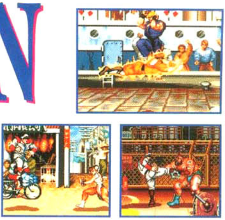
Rapidly pressing a Punch Button feeds glowing knuckle sandwiches to unsuspecting opponents. M. Bison's fists should not be relied on, though.



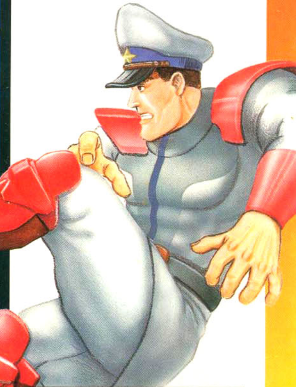
Rely on those boots and keep 'em flying! A fast and furious attack with M. Bison's feet and legs is an excellent way to quickly send the Thai fighter into the next round victorious.

BEST TECHNIQUES

As described previously, M. Bison's Psycho Crasher is his most potent move. The horizontally-spinning, glowing figure strikes fear into the very souls of mere mortals! This move is almost magical and it's very easy to execute. If your opponent has chosen a character who is slow of foot, use this move extensively.



A good way to avoid the fireballs that fighters like Chun Li, Ryu and Ken can shoot is to press and hold Down on the Control Pad and then Press Up plus a Punch Button. M. Bison will jump over the fireball and will fly toward his opponent with feet flailing! M. Bison has great range with his kicks. Use them to put a stop to a charging opponent.



PROJECTED WIN%

SAGAT	50	CHUN LI	50
VEGA	30	RYU	30
BALROG	40	ZANGIEF	50
GUILE	50	DHALSIM	40
BLANKA	60	E. HONDA	40
KEN	40		

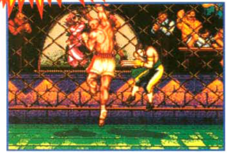
TOWERING WARRIOR!

By just looking at him you may be inclined to believe that Sagat is not a very versatile fighter because of his large size. Not true. Don't forget that this tower of power used to be the World Champion! His jumping power isn't very good, but when one of his jumps is connected to his fierce Tiger Uppercut, watch out—he'll send an opponent skyward! Use Sagat's long legs to make up for his poor lateral movement ability. Sagat is also very good at blocking fireballs and then shooting off one of his own Tiger Ball shots.

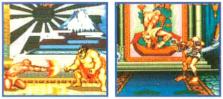
ABILITIES CHART

MOVE SPEED	2
JUMP SPEED	3
JUMP POWER	1
ATTACK	3
DEFENSE	3

POWER MOVES! TIGER UPPERCUT.. AND MORE!



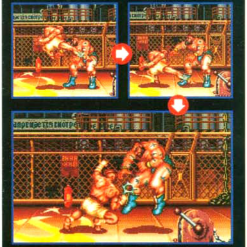
To execute Sagat's Tiger Uppercut, press Right, Down, diagonally Down to the Right, and then Strong Punch. Sagat will crouch down and toward his opponent and then will blast his fist skyward. Hopefully, his opponent will blast off, too!



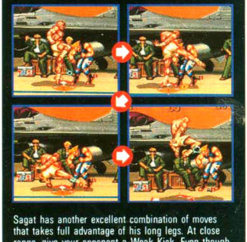
To cut loose with a Tiger Ball shot, press Down, diagonally Down to the Right, Right, and then a Strong or Weak Punch. To fire one from a kneeling position, do the same thing but substitute a Kick for the Punch. Why not follow it up with a Jump Kick?

SAGAT

SAGAT'S COMBO MOVE OF DOOM!



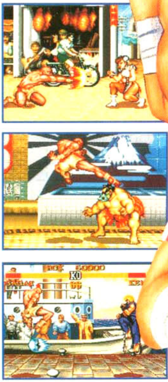
This is a great combination for Sagat! First, jump at your opponent and give him a Strong Punch or Strong Kick before you land. When you do land, give him a Weak Kick. Finally, quickly execute a Tiger Uppercut to vastly improve your chances of winning the match. If you use a Medium or Strong Kick you won't be able to pull off the Tiger Uppercut.



Sagat has another excellent combination of moves that takes full advantage of his long legs. At close range, give your opponent a Weak Kick. Even though it's Weak, you should be able to score two hits. Next, press Down, diagonally Down to the Right, then Right plus any Kick Button. This should trip up your opponent and deliver a Knee Bash to the head.

BEST TECHNIQUES

We all know that Sagat's Tiger Uppercut is powerful, but he has some other great moves, too! If you want to avoid hand-to-hand combat, use a Tiger Ball shot. Otherwise, let your opponent have it with Sagat's powerful legs. Sagat seems to have trouble with opponents who have great jumping abilities. Bring them down to earth with well-timed Tiger Ball shots and Kicks.



Here's how to do the Tiger Crash. Press Down, diagonally Down to the Right, Right, and diagonally Up to the Right plus a Strong or Weak Kick. The strength of the Kick will determine how far Sagat will travel.

PROJECTED WIN%

M. BISON	50	**CHUN LI**	50
VEGA	40	**RYU**	60
BALROG	60	**ZANGIEF**	90
GUILE	60	**DHALSIM**	50
BLANKA	50	**E. HONDA**	50
KEN	60		

STREET FIGHTER II TURBO

VEGA

THE MAN BEHIND THE MASK

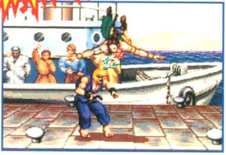
Vega is very protective of his face. He even likes to wear makeup (but that's another story). Knowing his mask won't protect it from all kinds of attacks, he uses his awesome speed to protect himself. Vega is not frail by any stretch of the imagination, but he is very thin. In a way, it makes him harder to hit. He enjoys making his opponents miss him with their attacks.

ABILITIES CHART

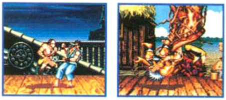
MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	5
ATTACK	3
DEFENSE	3

POWER MOVES!

BARCELONA AND BACK

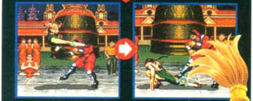


To execute Vega's Flying Barcelona Attack, press and hold Down, then press Up plus a Kick Button. Vega will leap into the air. When the Spaniard is just above his prey, push a Punch or Kick Button, but keep the Control Pad in the Neutral position.

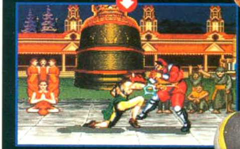


Vega has a rolling attack that can easily surprise his opponents. To pull off this tricky maneuver, press and hold Left then press Right plus a Punch Button. A Weak Punch makes him do one somersault, Medium for two, and Strong for three.

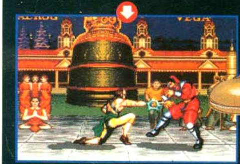
KICKING CLAW COMBINATION



This combination of moves is very easy to do and the results are fabulous! First, press Up to jump and give your opponent a Strong Kick. When you land, press Down and let 'em have it with a Medium Kick. A Strong Kick may put your opponent out of range for the next move.



Another Medium Punch is certainly called for in this situation. If your opponent happens to be blocking, just keep punching. Vega's claw should be able to break through the defense of most competitors, that is, if he's still wearing his claw.



The last move of this combination may be enough to win the match for you. If not, there's a really good chance that your opponent will be stunned by your fast and furious barrage of foot and claw. If you are lucky enough to stun your opponent, don't be shy—finish the job and claim the victory!

BEST TECHNIQUES

Vega's shoes must have steel toes in them. They can inflict serious amounts of bodily harm. Use jumping kicks, especially when your opponent is stunned, then use punches when you land. Vega is not very strong when it comes to blocking, so use his quickness to move him into advantageous attack positions.

PROJECTED WIN%

M. BISON	70	CHUN LI	60
SAGAT	60	RYU	50
BALROG	60	ZANGIEF	60
GUILE	70	DHALSIM	50
BLANKA	20	E. HONDA	60
KEN	40		

BALROG

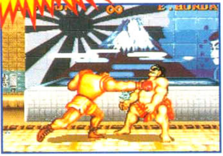
STILL BANNED FROM THE W.B.A.

They'll never let him back in. That's OK, he doesn't really care. As long as he can bash heads, he's happy. He's doing quite well for himself on the Street Fighter circuit. Balrog's boxing technique has evolved a bit over the last year or so, but it still hasn't sunk in that he can use his legs and feet. If he has flaws, they are reflected in his archaic approach to street fighting. Oh, well. Once a boxer, always a boxer. There certainly aren't any flaws in his boxing gloves, though. We're talkin' power plus. His gloves may be metal-loaded! It wouldn't surprise anyone.

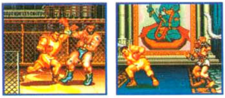
ABILITIES CHART

MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	5
ATTACK	3
DEFENSE	3

POWER MOVES! MORE PUNCHING VARIETY!

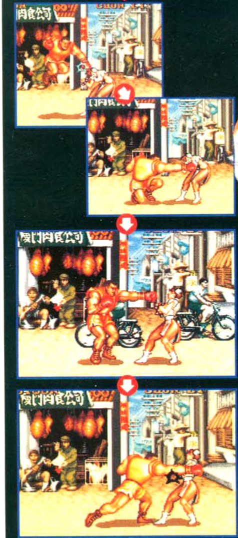


Like we said before, Balrog's a bit more active these days. He's really moving well and packing more of a punch than ever! Dhalsim excluded, his Strong Punch has a farther reach than most competitors' Kicks. However, speaking of Kicks, Balrog doesn't.



Press and hold Left, then press Right plus a Weak or Strong Kick to execute the Dash Uppercut. Just because you're pushing the "Kick" Button doesn't mean he'll kick. He can't. You can hold all three Punch Buttons for a really cool spinning punch!

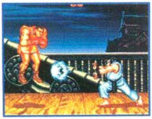
"LIGHTS OUT" PUNCH COMBO

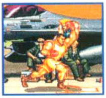


Guaranteed to cause severe damage, this combination can give Balrog the upper hand, or should we say the upper glove? Start off by jumping and throwing a Strong Punch while you're in the air. When you land, press diagonally Down to the Left plus Weak Punch. Next, press Left plus Weak Punch. Finish the skull crackin' combination by pressing Right plus Strong Punch.

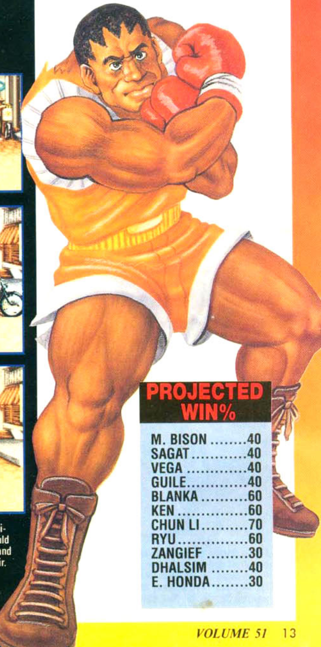
BEST TECHNIQUES

Good defense is a great technique. Since Balrog can't jump very well it's important to have his jump timing down pat. If a slow fireball is coming toward you, you'll have to jump diagonally to clear it.





If you anticipate that your opponent is going to leap into the air, begin to set up a Dash Uppercut. When he lands, you should be moving forward and connecting Balrog's glove to his face!



PROJECTED WIN%

M. BISON	40
SAGAT	40
VEGA	40
GUILE	40
BLANKA	60
KEN	60
CHUN LI	70
RYU	60
ZANGIEF	30
DHALSIM	40
E. HONDA	30

STREET FIGHTER II TURBO

COMBAT VETERAN

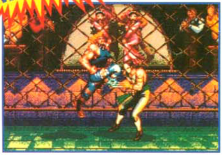
Our Volume 38 cover-guy is back for the attack. His flat-top is in rare form! As you can tell from the Abilities Chart, Guile rates just average in each category. Sure, he's strong, but what's more important is the fact that he has no major weakness. He's a very well-rounded fighter. He should do well in the newest Street Fighter competition.

ABILITIES CHART

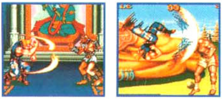
MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	3
ATTACK	3
DEFENSE	3

POWER MOVES!

THE KNEE BAZOOKA



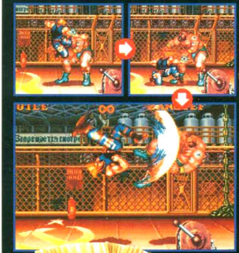
This is a move that Guile can pull off very quickly. It involves quickly pressing Left and then Right plus Medium Kick. A Weak Kick or Strong Kick won't do the trick. Use this move to fend off a hard-charging opponent.

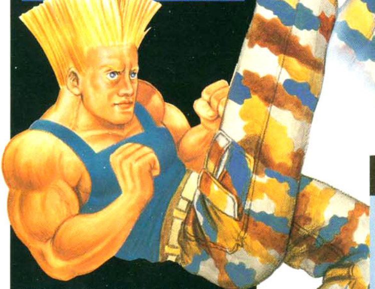


Guile's favorite power moves are still there for you to use. Press and hold Left, then press Right plus any Punch Button for the Sonic Boom. The Flash Kick can be executed by pressing and holding Down, then pressing Up plus any Kick Button.

GUILE

A BE-GUILE-ING COMBINATION

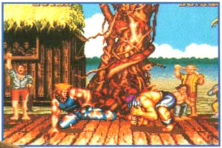


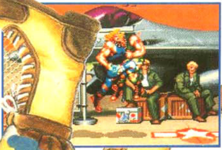


While a powerful combination, this series of moves can be a bit difficult to accomplish. However, as you know, practice makes perfect! Start off by pressing Up to make Guile jump. Before he lands, press diagonally Down to the Left plus Strong Punch. A slap to the face will be the result. When you land, hold Down and press Medium Punch. From here, you should be able to give your opponent a Flash Kick that he'll be remembering for a long time!

BEST TECHNIQUES

Guile's legs are machines! When he's crouched down, he's more of a threat because he could choose to unload with a vicious Flash Kick or, among other things, just give an opponent a Strong Kick. Guile should really get a lot of mileage out of his new Knee Bazooka move. Bazooka may be a bit misleading—Guile can fire this baby off in rapid succession! Another great move that you can use successfully is to follow a Slow Sonic Boom with a Strong Kick. It's like scoring two hits!





PROJECTED WIN%

M. BISON	50
SAGAT	40
VEGA	30
BALROG	60
BLANKA	50
KEN	50
CHUN LI	50
RYU	50
ZANGIEF	60
DHALSIM	40
E. HONDA	60

BLANKA

STRAIGHT FROM THE JUNGLE

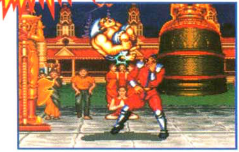
Blanka is one strange character. Out of all the competitors, he looks the most un-human and certainly fights with the most unorthodox style. Nonetheless, he is human and thereby qualifies for the Street Fighter tournament. No aliens allowed. At least . . . not yet. That's all we can say about that topic. The Brazilian maniac has dyed his hair a rather suave-looking bluish-purple. His previously fire-colored mane is now reserved for Player II. If you can master Blanka's techniques, you should be able to do extremely well.

ABILITIES CHART

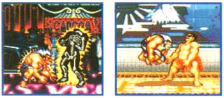
MOVE SPEED	2
JUMP SPEED	4
JUMP POWER	4
ATTACK	4
DEFENSE	4

POWER MOVES!

TUCK AND ROLL

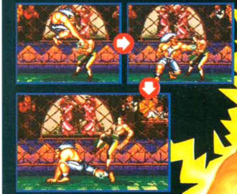


When Blanka tucks himself into a squatting position, he has the most attack options available to him. He can now execute a Vertical Roll. Press and hold Down, then press Up plus a Weak or Strong Kick. The kick strength determines how high he jumps.

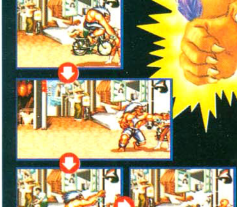


A great defensive position. Blanka's crouch provides him with the opportunity to send an electrical charge through his body. Tap a Punch Button rapidly for this move. Press and hold Left and then press Right plus a Punch Button for a Rolling Attack.

MASTER OF COMBINATIONS



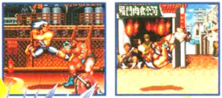
Blanka has more than one combination of moves in his bag of tricks. The first involves pressing Up to jump at your opponent plus Weak Punch. When you land, press Medium Punch but leave the Control Pad in the Neutral position. Finally, press Down or diagonally Down to the Left plus Strong Kick.



Blanka's second move combination involves the same steps as the above-mentioned combination, but you end with Strong Kick instead of Strong Punch. Unfortunately, depending on the size of your opponent, this move won't prove effective all of the time.

BEST TECHNIQUES

Blanka considers his Medium Kick to be his best leading attack because he can almost always follow it up with another move without hesitation. When your opponent is jumping, let loose with a Rolling Attack when he is about to land. It's really amazing how Blanka can get so much rotation on his brutal (but oh so nice) Rolling Attacks. Stick it to your opponents with this move.



PROJECTED WIN%

M. BISON	40	CHUN LI	70
SAGAT	50	RYU	50
BALROG	40	ZANGIEF	70
GUILE	50	DHALSIM	70
VEGA	80	E. HONDA	40
KEN	50		

STREET FIGHTER II TURBO

MASTER OF FINESSE

KEN

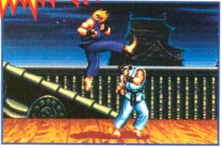
Like Guile, his American Street Fighter counterpart, Ken is a well-rounded fighter. He learned his karate skills with Ryu in Japan from a well-known martial arts master. Instead of the bright red outfit he wore in the previous Street Fighter competition, Ken now wears a purple version of the same. Of course, he's still got the black belt. Never leaves home without it!

ABILITIES CHART

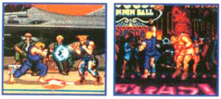
MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	3
ATTACK	3
DEFENSE	3

POWER MOVES!

FEET, FISTS, & FORCE!

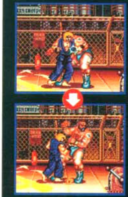


"Tatsumaki Senpukyaku!" (Hurricane Kick) Ken yells this out when he spins into this powerful move. Press Down, diagonally Down to the Left, and then Left plus any Kick Button. A Strong Kick will make this move last longer. Ken can pull this one off in the air, too!

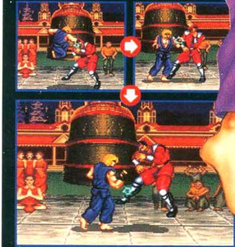


"Hadoken!" (Fireball) Just what an opponent doesn't want to hear. Press Down, diagonally Down to the Right, then press Right plus any Punch Button. A fireball will appear from Ken's hands and will streak across the screen. Punch strength determines its speed.

KARATE COMBOS



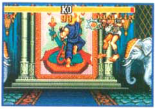
Ken can really do some damage with this excellent combination of moves. First, move in close and let 'em have it with a Strong Punch while the Control Pad is in the Neutral position. Without hesitation, execute a Shoryuken by pressing Right, Down, then diagonally Down to the Right plus any Punch Button.

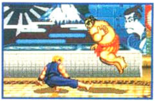


Jump toward your opponent and just before you land, give him a Strong Punch. When you land, follow it up with another Strong Punch. You can then go immediately into a Shoryuken. Make sure you use a Medium, or preferably a Strong Punch, with the Shoryuken. This energy-drainer is second to none!

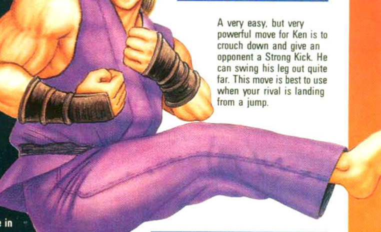
BEST TECHNIQUES

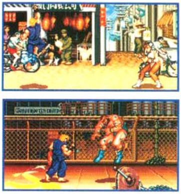
Ken's Shoryuken (Dragon Punch) covers more area than it did in the previous Street Fighter game. This means that Ken can be standing farther away from his opponent and still connect with full force. The Control Pad movements required for the Shoryuken aren't very intuitive, so plenty of practice is in order to get them down pat.





A very easy, but very powerful move for Ken is to crouch down and give an opponent a Strong Kick. He can swing his leg out quite far. This move is best to use when your rival is landing from a jump.





Ken won't take any damage from a fireball if he is executing a Shoryuken. The Shoryuken is also a great recovery move. You can quickly rip one off when you get up off the ground.

PROJECTED WIN%

M. BISON	60	CHUN LI	60
SAGAT	40	RYU	40
VEGA	60	ZANGIEF	60
BALROG	40	DHALSIM	50
GUILE	40	E. HONDA	60
BLANKA	50		

CHUN LI

RESPECT THROUGH ACCOMPLISHMENT

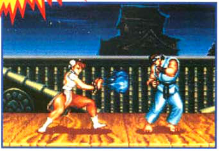
People thought Chun Li was crazy for entering the Street Fighter tournament, but this Chinese warrior was not about to let anyone else make the decision for her. She was wellprepared, having been training for most of her life. She is often called the World's Strongest Woman. We don't doubt it one bit. As you can see from the Abilities Chart, Chun Li has incredible jumping ability. This comes from her light weight and her ultra-powerful legs. This being the case, it's best for her to use jumping attacks.

ABILITIES CHART

MOVE SPEED	4
JUMP SPEED	4
JUMP POWER	5
ATTACK	2
DEFENSE	2

POWER MOVES!

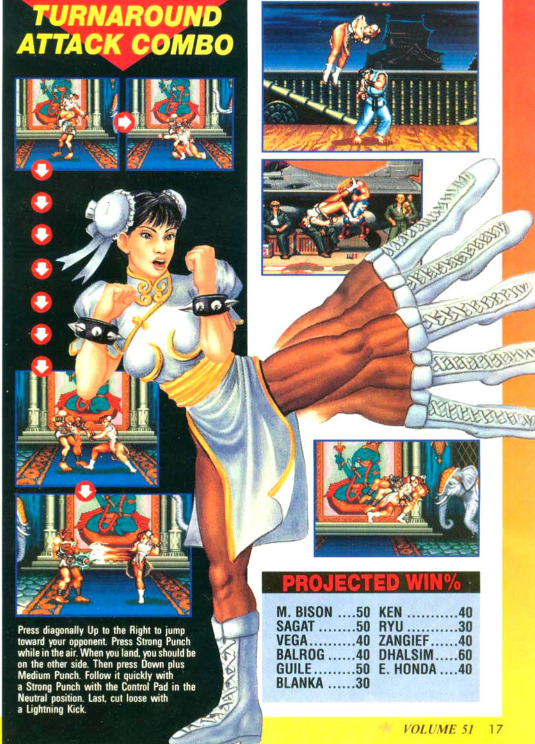
MORE VARIETY FOR CHUN LI



Chun Li has studied Ken and Ryu's Hadoken move extensively and has added a similar move, the Kikoken, to her fighting techniques. Press Left, diagonally Down to the Left, Down, diagonally Down to the Right, then Right plus Weak or Strong Punch.

Chun Li's most powerful kick is the Lightning Kick. Press any Kick Button rapidly to execute it! The Inverted Hurricane Kick, or Spinning Bird Kick, can be elevated to a new level in this game. Press and hold Down then press Up plus a Kick Button.

TURNAROUND ATTACK COMBO



Press diagonally Up to the Right to jump toward your opponent. Press Strong Punch while in the air. When you land, you should be on the other side. Then press Down plus Medium Punch. Follow it quickly with a Strong Punch with the Control Pad in the Neutral position. Last, cut loose with a Lightning Kick.

BEST TECHNIQUES

Chun Li has a new move that can work wonders if used in the proper position. If you are standing near your rival and you want to get away quickly, press Left or Right plus Strong Kick. She will bounce up and over to the other side of him. She'll then be in position for an attack! If you press Left or Right plus Medium Kick when you're standing close, she'll give him a fairly powerful flipping kick.

PROJECTED WIN%

M. BISON	50	KEN	40
SAGAT	50	RYU	30
VEGA	40	ZANGIEF	40
BALROG	40	DHALSIM	60
GUILE	50	E. HONDA	40
BLANKA	30		

STREET FIGHTER II TURBO

RYU

POISED TO CLAIM THE TITLE

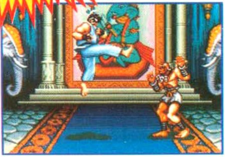
Always aware of what's going on around him, in life and especially in the Street Fighter tournament, Ryu has his sights set on winning the title. Not that it's an uncommon goal, it's just that Ryu has much to prove. In some circles, there's been talk that his victory over Sagat in the first Street Fighter tournament was a fluke. Fluke or no, Ryu beat him fairly.

ABILITIES CHART

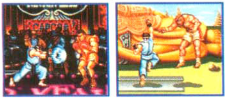
MOVE SPEED	3
JUMP SPEED	3
JUMP POWER	3
ATTACK	3
DEFENSE	3

POWER MOVES!

RETURN OF THE CHAMP

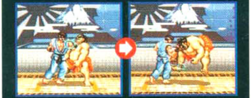


If you know Ken's moves, like Tatsumaki Senpukyaku, you know Ryu's moves, and vice versa. They just look different. Ryu, like Ken, has gone through a wardrobe change. His previously white fighting apparel has been replaced with a light blue outfit.

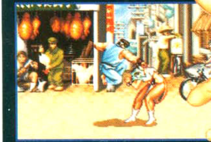


Ryu finds it very easy to launch many Hadokens in rapid succession. If you're able to nail your opponent easily with this maneuver, there should be no reason to stray from it. Big ol' Sagat still has to be scared of Ryu's amazing Shoryuken.

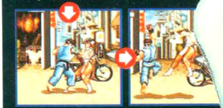
PUNCH COMBINATIONS



Ryu is an extremely fast puncher and will not hesitate to do an opponent in with punches if he gets the chance. If he happens to stun his rival, move in close and then give him a Strong Punch with the Control Pad in the Neutral position. Follow that move up with a Shoryuken that uses a Medium or Weak Punch. You may miss him if you use Strong Punch.



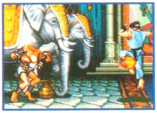
Ryu's second combination of moves takes the previous combination one step further. Begin the combination by jumping toward your opponent and, before landing, press Strong Punch. Ryu will strike a downward blow to the head of the opponent. Don't waste time trying to figure out what move to do next—the timing of this move is critical!

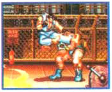


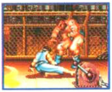
When you land, let 'em have it with a Medium Punch. A Strong Punch may be too forceful and could very well put your rival out of reach for the final Shoryuken move that uses a Medium or Weak Punch. Again, using a Strong Punch with this particular Shoryuken may cause Ryu's fist to miss the intended target. If Ryu does happen to miss, quickly set up another Shoryuken.

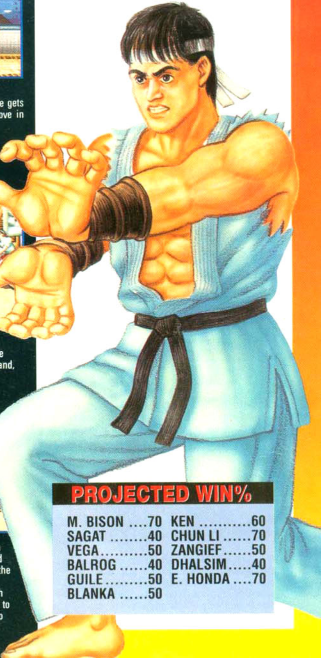
BEST TECHNIQUES

An offensive move that is also a good defensive move is the Tatsumaki Senpukyaku. If a fireball hits Ryu while he is executing this move, he won't be damaged. Ryu's Flying Jump Kick and Low Sweep Kick are long-time favorite moves of his and, if well-placed, can potentially undo an opponent's chances of victory!









PROJECTED WIN%

M. BISON	70	KEN	60
SAGAT	40	CHUN LI	70
VEGA	50	ZANGIEF	50
BALROG	40	DHALSIM	40
GUILE	50	E. HONDA	70
BLANKA	50		

ZANGIEF

NO MORE BEARS TO WRESTLE

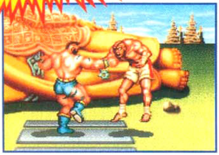
Zangief has long since quit his hobby of bear wrestling. It certainly was fun, but there just wasn't any money in it! Not to mention no peer recognition. Recognition is what Zangief desired. That's why he entered the Street Fighter competition. The Abilities Chart tells the tale: Zangief is very slow and not too mobile, but what he lacks in agility, he more than makes up for with power. You've never felt a punch until you've experienced Zangief's Spinning Clothesline Attack. Ouch!!! He won't be your comrade. If you're confident with hand-to-hand combat, go for Zangief.

ABILITIES CHART

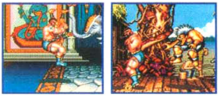
MOVE SPEED	2
JUMP SPEED	2
JUMP POWER	1
ATTACK	5
DEFENSE	5

POWER MOVES!

PUT ON THE HURT!

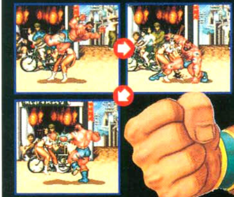


To execute Zangief's Spinning Clothesline Attack move, press all three Punch Buttons simultaneously. In this, the Turbo version of Street Fighter II, Zangief now has the ability to move toward his rival while spinning.

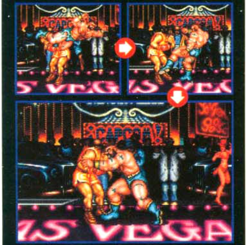


Out of all the moves that any of the fighters can do, Zangief's Spinning Piledriver move produces the largest amount of pain. Rotate the Control Pad 360 degrees in either direction and press any Punch Button as you finish the rotation.

UP-CLOSE COMBINATIONS



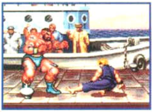
Three convincing hits will be scored by this display of power. Start it off by jumping toward your rival and pressing Strong Punch while in the air. Land on the other side of him and immediately press Down plus Medium Kick or Medium Punch. To complete this devastating round of debilitating offensive movements, press all three Punch Buttons simultaneously to end up with a Spinning Clothesline Attack.

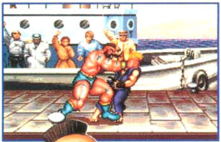


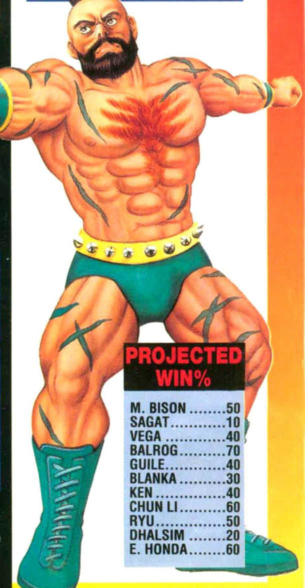
Zangief's second combination of moves is more impressive than the first. Jump at your opponent and give him a Strong Punch. When you land on the other side of him, press Down and give him a couple Weak Punches. Next, land a Weak Kick with the Control Pad in the Neutral position. Finish the exhibition with a massive Spinning Piledriver.

BEST TECHNIQUES

The Spinning Piledriver move is so good, we had to say more about it! Here's the best time to do it: take a step toward your rival after he kicks and misses. After you step forward, go for the 360 degree move.







PROJECTED WIN%

M. BISON	50
SAGAT	10
VEGA	40
BALROG	70
GUILE	40
BLANKA	30
KEN	40
CHUN LI	60
RYU	50
DHALSIM	20
E. HONDA	60

STREET FIGHTER II TURBO

EAST INDIAN ILLUSIONIST

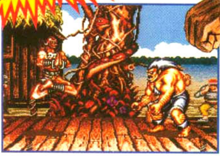
Dhalsim has been frantically practicing his fighting techniques since the last round of Street Fighter competitions. He's come up with a move that is sure to surprise everyone! It's the Yoga Warp. He even surprised himself the first time he did it. He uses it mainly as a defensive move, but it also gives him the ability to get into a more effective attack position.

ABILITIES CHART

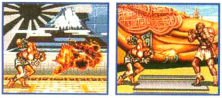
MOVE SPEED	1
JUMP SPEED	1
JUMP POWER	5
ATTACK	3
DEFENSE	1

POWER MOVES!

FLAMES AND WARPS



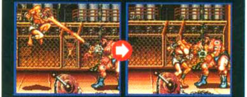
For the Yoga Warp, press Right, Down, then diagonally Down to the Right plus all three Punch Buttons. Dhalsim will disappear and reappear to the right of his opponent. Change the Right moves to Left in order to reappear to your opponent's left.



Dhalsim's mouth is as deadly as ever. To do the Yoga Flame, rotate the Control Pad from the Left and down around to the Right and then press a Punch Button. Press Down, diagonally Down to the Right, then Right plus a Punch Button for the Yoga Fire.

DHALSIM

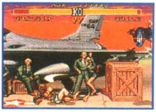
FAR-REACHING COMBINATION

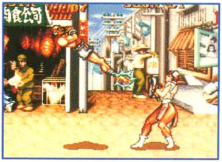


You might as well take advantage of Dhalsim's ability to radically extend his arms. Jump toward your opponent and press Strong Punch before you land. When you land, press Down plus Strong Punch. Dhalsim will proceed to give his opponent a Yoga Head Butt. That's using your head, Dhalsim!

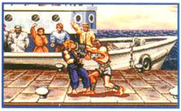
BEST TECHNIQUES

Dhalsim could be thinner than Chun Li! This enables him to avoid many types of attacks. He's going to need to because he's very weak in the Defense category. When an opponent tries to hurl a fireball or a Sonic Boom at Dhalsim, press Down plus Strong Kick. Dhalsim will hit the ground and slide under the attack.





The Drill Attack, sometimes known as the Corkscrew Attack, has a couple of variations. To do it, press Up then press Down plus Strong Punch or Strong Kick. The position of your opponent will determine whether you will use the Strong Kick or Strong Punch. Using Strong Punch will cause Dhalsim to come down at less of an angle thereby giving his spin more distance. Pressing Strong Kick increases the angle of Dhalsim's descent. Use Strong Kick if your opponent is close to you.



Dhalsim is able to grab and toss his opponent. It's a good idea to attempt this move only when your rival is stunned. Move in close and press Left or Right plus Medium Punch or Strong Punch. Dhalsim will extend his arms to grab the head of his rival and then will chuck him over his shoulder.

PROJECTED WIN%

M. BISON	50	KEN	50
SAGAT	40	CHUN LI	40
VEGA	60	RYU	60
BALROG	60	ZANGIEF	80
GUILE	60	E. HONDA	40
BLANKA	30		

E.HONDA

NEW-FOUND AGILITY

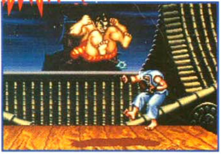
Of all of the Street Fighters, E. Honda has probably made the greatest improvement in agility since the last round of World Warrior competitions. He's really taken to moving around the fighting arena. It's only natural for him to make this kind of improvement, though. Coming from a Sumo wrestling background, he didn't have to be as agile in the ring. However, as a Street Fighter, if he didn't show that he is mobile, the other fighters would be able to exploit his obvious weaknesses. If you shied away from E. Honda before, try him now!

ABILITIES CHART

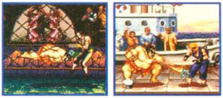
MOVE SPEED	2
JUMP SPEED	2
JUMP POWER	2
ATTACK	5
DEFENSE	3

POWER MOVES!

WAY BEYOND SUMO

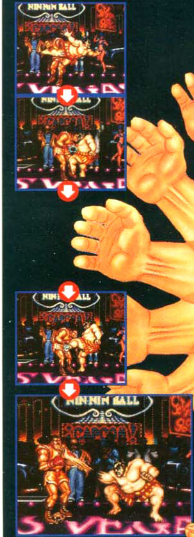


E. Honda's newest move may shock his opponents. They may not be expecting such agility from such a monstrous man. Press and hold Down, then press Up plus Weak Kick or Strong Kick. E. Honda will spin upward and should strike his opponent at least once.



The Flying Sumo Head Butt is much like M. Bison's Psycho Crasher. Press and hold Left, then press Right plus a Punch Button. E. Honda can now move while he's flailing away with his Hundred Hand Slap. Press a Punch Button rapidly to make it happen.

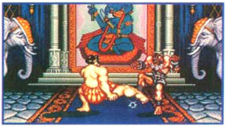
BASH 'N THRASH COMBINATION

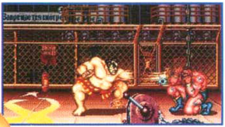


Sure to severely drain the energy level of an unsuspecting opponent, this combination consists of three major moves. First, leap at your opponent and give him a Medium Kick before you land. Coming down on the other side, press Left and dish out several Medium Kicks. Finish the series with a blazing Hundred Hand Slap. This combination is often just what it takes to finish off an opponent!

BEST TECHNIQUES

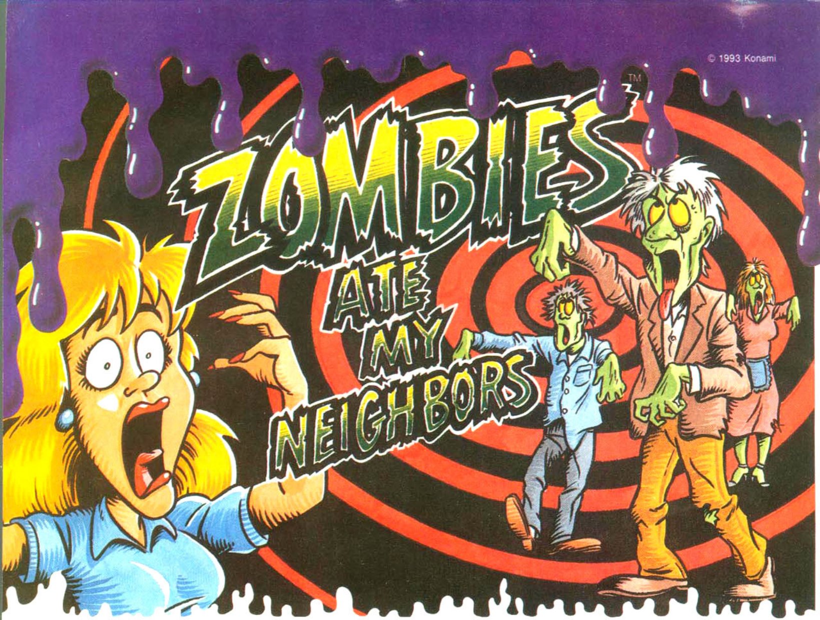
Even with his wide base, E. Honda can get tripped up fairly easily by low kicks, but he has a good recovery move. Press Strong Kick when getting up off of the ground. Previously unable to move while unleashing the Hundred Hand Slap, E. Honda can now keep applying constant and unrelenting pressure with this powerful move by pressing the Control Pad toward his rival. Keep it going!





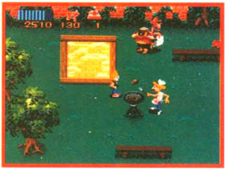
PROJECTED WIN%

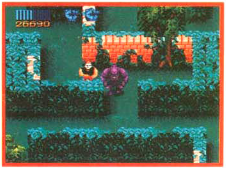
M. BISON	60	KEN	40
SAGAT	50	CHUN LI	60
VEGA	40	RYU	30
BALROG	70	ZANGIEF	60
GUILE	40	DHALSIM	60
BLANKA	60		

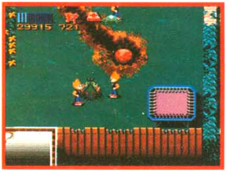

© 1993 Konami
ZOMBIES
TM
ATE
MY
NEIGHBORS

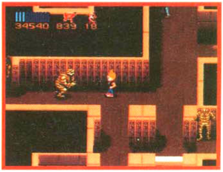
CAMPY ADVENTURE

Konami's funky new Super NES title may be reminiscent of a bad horror flick, but the game is first rate fun. Its 45 levels, with names like Terror on Aisle 5, Chopping Mall, and Mars Needs Cheerleaders, are packed with zombies, aliens, and chain-saw-wielding maniacs among others. It has a Password feature, a hairy two-player simultaneous mode and you can play as either Zeke or Julie, whose abilities are equal.



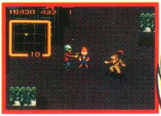





34540 839 18

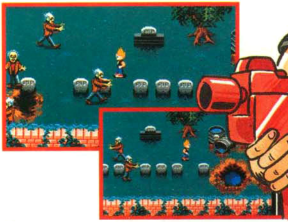
RAD RADAR

Press the Right or Left Button to make a graph appear in the upper left corner of the screen. In the two-player mode, Player 1's graph is in the upper left, Player 2's the upper right. When you get close enough to your neighbors, they appear as flashing dots on the grid. The dots get closer to the grid's center circle as you get closer to your neighbors.



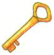
FIGHT OR FLEE?

You earn points in this off-beat adventure by rescuing neighbors and destroying zombies. You start with ten neighbors to rescue—and if you hear a shrill scream, you'll know that the zombies beat you to one of them. If the zombies get all of the neighbors in a level, the game's over. In the early levels, you can take the time to build up points by wiping out enemies, but in later levels you'll have your hands full just making the rescues.



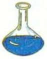
KID STUFF

As they work their way through the levels, Julie and Zeke can collect various objects that will help them counter the monsters' attacks.



KEY

You'll find Keys in many places, sometimes in plain sight, other times hidden. They open standard doors.

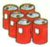


GHOST KID POTION

When you drink the blue Ghost Kid Potion, you'll turn blue and become invincible for a brief period.

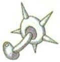
DECOYS

Temporarily distract monsters, such as the ruthless Chainsaw Maniac, by putting out Clown Decoys.



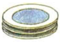
SODA POP CANS

Very useful against Evil Dolls, the Soda Pop cans explode on impact. You'll find them by the six-pack.



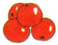
WEED-EATER

Use the Weed-eater to mow down the prickly weeds—and persistent enemies—that proliferate in some areas.



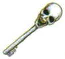
PLATES

Send these platters sailing to cut down approaching enemies. They're useful for attacking from afar.



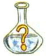
TOMATOES

Normally not a powerful weapon, Tomatoes are nonetheless effective against vegetable-hating Martians.



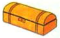
SKELETON KEY

Skeleton Keys, which open Skull Doors, are usually hard to come by. Beat big enemies to earn them.



RANDOM POTION

The bottle with the question mark holds mystery potion. Its effect might be good—or it might be very bad.

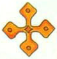


PANDORA'S BOX

Opening the gold Pandora's Box unleashes a furious attack that wipes out all enemies in the area.

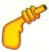
BAZOOKA

The Bazooka is a blast. Use it to blow holes in hedges and cracked walls. It's also useful against Ants.



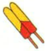
ANCIENT ARTIFACT

The Ancient Artifact spins a protective circle of fire. It's effective against Werewolves and Mummies.



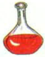
BUBBLE GUN

The Martian Bubble Gun temporarily encases enemies in big bubbles. Try it on Mummies and Ants.



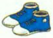
ICE POPS

Ice Pops pack a powerful punch. It's the best weapon for stopping those aggravating Jelly Blobs.



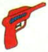
MONSTER POTION

The red Monster Potion turns you into an invincible beast capable of pounding through walls and hedges.



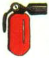
SPEED SHOES

Not your ordinary tennies, the Speed Shoes let you shift into overdrive to outrun your enemies.



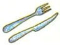
SQUIRT GUN

It's your only weapon to begin with, and refills are easy to find. It works well with average monsters.



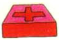
FIRE EXTINGUISHER

The Fire Extinguisher freezes enemies, but only temporarily. Use it to halt approaching Jelly Blobs.



SILVERWARE

When monsters approach, it's O.K. to throw your Silverware. It's very useful for skewering Werewolves.

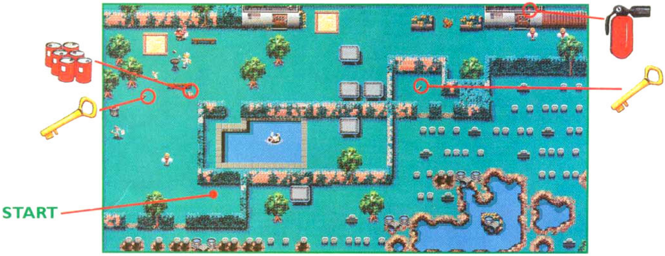


FIRST AID KIT

The box with the red cross is a First Aid Kit. Use it to completely refill your energy meter.

ZOMBIE PANIC

LEVEL 1 You'll learn the ropes in Level 1. Remember—find your neighbors first, then go exploring for valuables such as Keys and weapons. The most vulnerable neighbors are the ones standing in plain sight. Neighbors who are locked indoors, floating in pools or jumping on trampolines are less likely to be attacked. If you're going for the high score, find all of the Cheerleaders—they're worth 1,000 points each. The least valuable? That would be the Barbecue Guy, who is worth a paltry five points. Be sure to check all of the Trash Cans, too. You never know what your neighbors might have thrown away. One person's trash can be another's treasure!

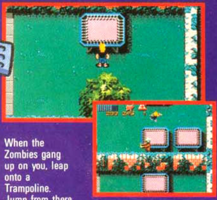


DIVE!

Both Julie and Zeke are good swimmers. When you come to the pool, just dive right in.

TRY THE TRAMPOLINE

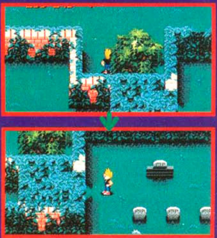
If you become surrounded by monsters, avoid them by jumping onto a Trampoline. You'll be safe there—and the jumping graphics are great fun! Trampolines are also useful for bounding over walls.



When the Zombies gang up on you, leap onto a Trampoline. Jump from there over the wall to safety. You can also exit at an angle.

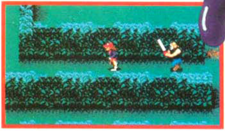
SHORTCUT

Sometimes there are shortcuts hidden in the hedges. When you see a hedge like this one, try walking through from all angles. Here, the path leads from an opening by the tree to the graveyard on the right.

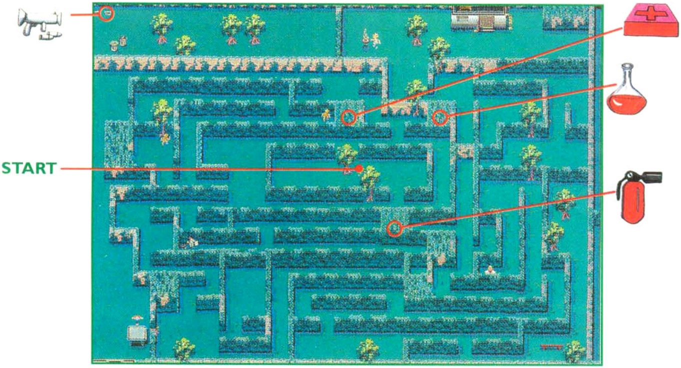


Blast the Zombie as it appears, then enter the hedge through the opening by the tree. You'll emerge in the graveyard on the right.

CHAINSAW HEDGEMAZE MASSACRE

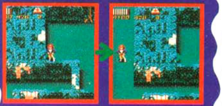


LEVEL 4 Multiple clones of Stanley Decker, the Chainsaw Maniac, are on the loose in Level 4. When they sense your presence, they hone in and come after you with chainsaws revving. Use the Clown Decoys to distract them while you get away and search for your neighbors amid the maze. If you have Monster Potion, use it. As the Monster, you can punch right through weak spots in the hedges. The Bazooka is also useful, but be sure to save one blast to break into the upper left area and pick up the Bazooka refills there. Speed Shoes come in handy, too.



GARDEN PATH

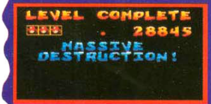
There is an opening here that leads to the area on the left. Walk through, then go down to rescue the little girl on the Trampoline. She's the least vulnerable neighbor, though, so search for the others first.



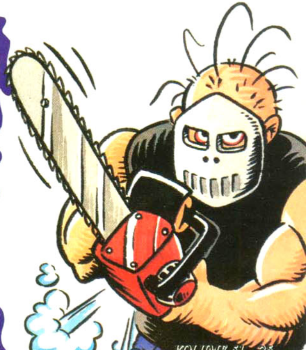
Walk through the shortcut in the hedge, then rescue the girl on the Trampoline in the lower left.

MASSIVE DESTRUCTION

Go nuts with the Bazooka! If you blast lots of holes in hedges, either to rescue neighbors or to clear the way, you'll get bonus points for Massive Destruction.

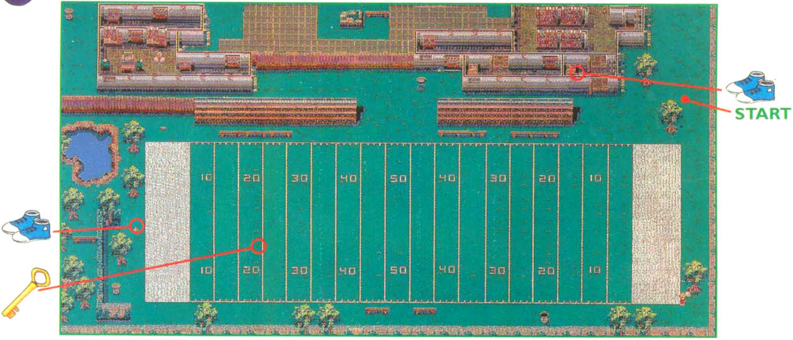


LEVEL COMPLETE
28845
MASSIVE
DESTRUCTION!



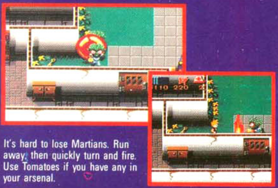
MARS NEEDS CHEERLEADERS

LEVEL 12 What finally motivated Martians to visit earth? They need Cheerleaders. Maybe they don't make pompons on Mars. At any rate, they've shown up at a local football game and you have to rescue the Cheerleader squad before they end up on their way to a new planet. The Martians are fast on their feet and quick at the draw, so the Speed Shoes are really helpful here. If they hit their target—you—you'll be encased in a bubble for a while. Be careful on the field—the players knock you down if you get in the way. You also have to watch out for the huge spaceship that hovers overhead. If it homes in on you, it'll zap you with an electrifying ray that saps your strength.



MARS MAY HEM

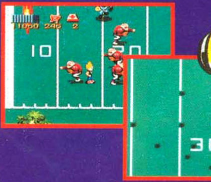
The ship beams Martians down, one after the other. When you see a glowing ball, one's about to appear. They dog your tail, but one way to get rid of them is to run away, then quickly turn and shoot. They hate vegetables, so if you have Tomatoes, toss 'em.



It's hard to lose Martians. Run away, then quickly turn and fire. Use Tomatoes if you have any in your arsenal.

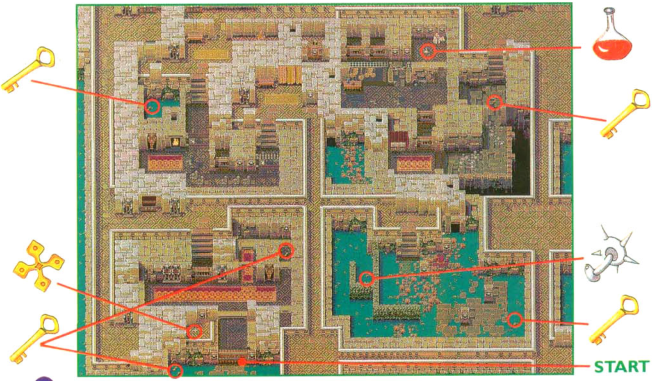
BLITZ!

Watch your step on the football field—it's easy to get flattened. If you get nailed it knocks you back several yards, and it hurts, too. When players drop their shoulders, they're about to charge.



REVENGE OF DR. TONGUE

LEVEL 22 You first tread on Dr. Tongue's territory in Level 7, Dr. Tongue's Castle of Terror. Now he's out for revenge, and he's cooking up trouble in his laboratory. Before you enter, check outside the castle walls for Keys. If you don't have the Ancient Artifact, you'll want to get the one that you can see from the castle entrance. Go left, through the door and turn left at the top of the stairs. Turn left again when the hall ends. When that hall leads to a room, walk to the right through the wall to get the Artifact. Use it to protect yourself from Mummies and Werewolves. Rescue your neighbors, then go exploring.



BAT ATTACKS

When you close in on Dr. Tongue's Lab, a swarm of bats will attack, then, when they swirl to a stop, they transform into a Vampire, who also attacks. Get rid of the Vampire so you can explore without being hassled by the bats.

Once you've entered the bats' territory, they will follow you through the level attacking frequently. When the Vampire forms, he throws deadly rays in your direction. It's best to get rid of the Vampire before you try exploring.

Go to the Lab and drink the Monster Potion, then pound the Vampire every time it appears. When the bats leave the screen, they (and the Vampire) are gone for good. While still a Monster, pulverize the electrified Frankenstein wannabe too.

BAG THE BONUS

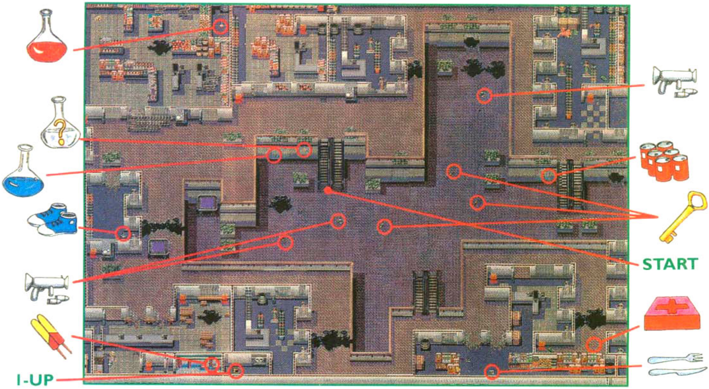
If you get the Bonus Block from behind the Skeleton Door, you'll be rewarded with a Bonus Level. You must find a Skeleton Key to earn the bonus.

Find the Skeleton Key, then take the passage in the Lab to the Skeleton Door.

There's a big Baby in the Bonus Level. If you have Monster Potion, use it.

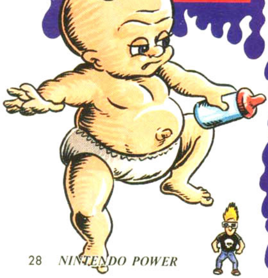
LOOK WHO'S SHOPPING

LEVEL 25 Giant Ants and a big Baby make exploring the ground floor risky, but you have to go for it to get to the Trampoline in the corner of the lower level. Bazooka-blast shop windows to get the items inside. You don't have to deflate the Baby, but if you do you'll get 700 points for rescuing the little Baby and a Skeleton Key that will let you reach a 1-Up on the second floor.



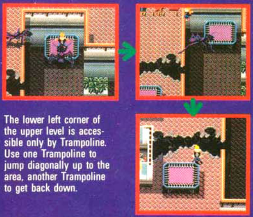
BAD BABY

Is it worth a 1-Up to tackle the Baby? If you have some Monster Potion, now's the time to use it.



TRAMPOLINE

Where is the last neighbor?? Go to the Trampoline on the lower level and hold Left and Down on the Control Pad as you jump. You'll make a diagonal jump to the upper level and land in an area that you can't reach any other way. That's where you'll find a neighbor and a 1-Up.



The lower left corner of the upper level is accessible only by Trampoline. Use one Trampoline to jump diagonally up to the area, another Trampoline to get back down.

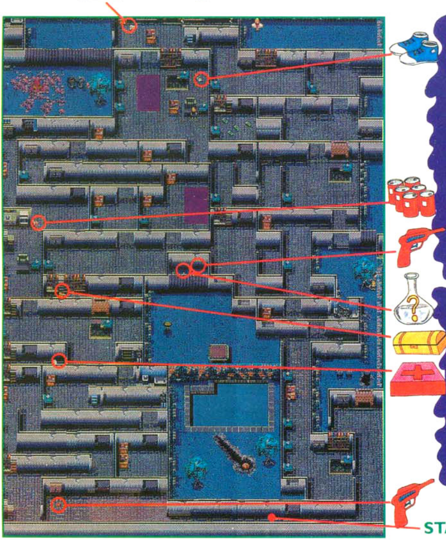
ANT HILL

Scads of Ants emerge from the dark pools. There are several Bazookas lying around, but you have to beat the Ants to them before they carry them off. If you have any Ghost Kid Potion, use it before you go for the Bazookas.

It looks like the mall could use an exterminator. When the Ants attack, use the Bazooka.

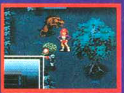
ZOMBIE HOUSE PARTY

LEVEL 29 When Zombies have a party, they invite all of their evil cohorts. As you search from room to room (and it's a big house) you'll meet practically all of the monsters that turned up earlier in the game.



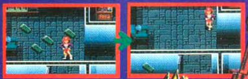
DO THE MONSTER MASH

Zombies, Martians, Werewolves, Gill-men, Evil Dolls, Mushroom Men, Chainsaw Maniacs —they're all here, they're all ganging up on you.



The odds are definitely unfair in the Zombies' House. Pandora's Box would come in handy right about now.

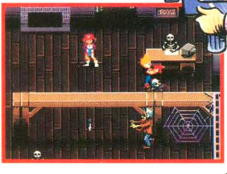
MUCHO MOOLAH



The Zombies have lots of valuables lying around the house. Blast into this room and cash in.

ZEKE AND JULIE

Two gamers can play simultaneously in the two-player version, and with two people pairing up to save the neighbors, you can make quick progress. The action is scary and hairy when there are lots of monsters on the screen at once, so you have to cooperate. You have to stick pretty close together or one player can get stuck, especially in large maze-like levels. You can cover the other player when monsters are about to attack and use your weapons and items when he or she runs out. Although cooperation is the key to winning, the player who rescues the most neighbors gets bonus points at the end of the level.



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Alien, Aliens, and Alien³ are
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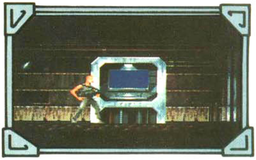
ALIEN 3™

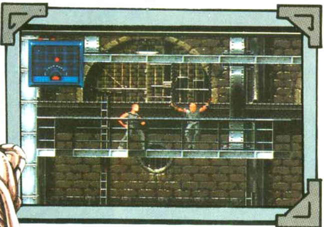
Acclaim went to the movies and brought back a block buster of its own. Alien³ delivers excellent action, depth, graphics and sound. That's a wrap!

RIPLEY'S WORST NIGHTMARE

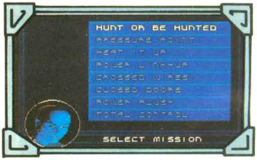
The crew of the marine ship Sulaco has been wiped out, except for one survivor who crash lands on Fiorina 161. Ripley finds herself in a prison more horrifying than anything she can dream of, for she has brought the aliens with her! Acclaim has turned the dark, almost depressing movie into an exceptional game for the Super NES. As Ripley, you must undertake dozens of missions while fighting off a constant assault of aliens. Unlike in the movie, Ripley has her standard arsenal of flame thrower, automatic assault rifle, grenade launcher, and motion detector. Arrayed against her are aliens in every stage of development from face-huggers to giant Mother Aliens. The challenge is progressive and can be daunting, but the thrill factor of Alien³ is so high that you'll find yourself pushing on despite the odds.



Head to the nearest Terminal to see what problems you must solve. Review missions, accept missions and study blueprints of the prison.



You are the hunted one, but you've still got a job to do. Alien³ is as much an adventure as an action game.

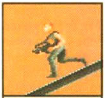


You can perform missions in any order and explore each stage at will. Once you've finished the missions, you'll get a password and move on.

GETTING AROUND & STAYING ALIVE

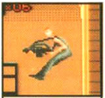
Ripley may not have been a marine, but she has the skills to be a black beret thanks to play control that is as sharp as a bayonet, and just as dangerous. The prison compound on Fury wasn't intended to be easy to get around in, which leaves Ripley with no choice but to climb, crouch, jump, swing and run her way through the alien infested corridors. Amazing animation makes Ripley come alive. But to stay alive she'll have to resort to brute, alien-splattering force. Ammo is limited, so you must shoot smart.

THE MOVES



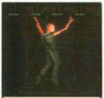
RUNNING

Running may be the most dangerous move for Ripley because there is always bound to be an alien just ahead.



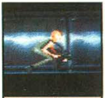
JUMPING

Ripley can jump to attack aliens, although it's usually preferable to blast them, and in places she must make platform jumps.



BAR SWING

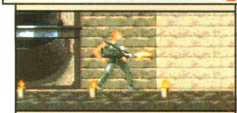
When the floors and walkways of the compound give out, it's time to look up. Ripley can swing from bars and hand holds overhead.



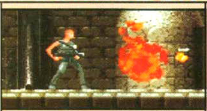
CROUCHING

This defensive move is one of the best. In her crouch, Ripley can shoot straight ahead to hit both small and large aliens.

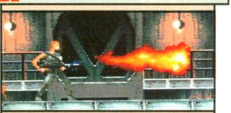
THE FIRE POWER



Ripley's Pulse Rifle spits out a steady stream of lead. Each clip contains 100 shots. Fire in short, directed bursts.



The Grenade Launcher packs more punch, but each clip holds only 10 grenades. Use them against the toughest aliens.

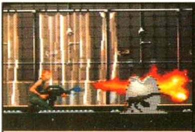


The Flame Thrower has less range than the rifle, but it is unbeatable against certain aliens, the eggs in particular.

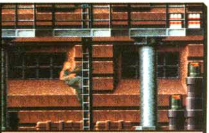
SURVIVAL INSTINCTS

Survival on Fury 161 isn't just a matter of toughness and fire power. You have to play it smart. Each stage of the game takes place in the areas surrounding a major corridor. There you'll have limited resources. Your first move should always be to find a Terminal. Examine the missions and take on the least challenging one first so you get a chance to scope out the area. Before leaving the Terminal, spend some time exploring the area using blueprints. You'll be able to spot caches of ammo and medical supplies. You'll also be able to spy trouble areas like nesting corridors. If you know where you are and where you have to go to get resupplied, you'll stay alive.

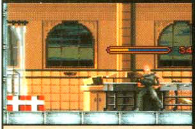
When moving into an area for the first time, Crouch forward and use your Pulse Rifle for everything except the egg nests. Whatever you do, don't get sandwiched between attacking aliens! Only fire a single round at small and medium sized aliens to conserve your ammo. When you're down to 30% energy, go quickly to a Medic Bay.



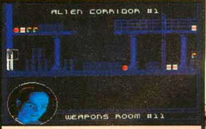
Destroy eggs! If part of an egg remains, aliens continue to pour out of it.



Always take clips of ammo since you can store up to ten of them, unlike canisters of Flame Thrower gas.



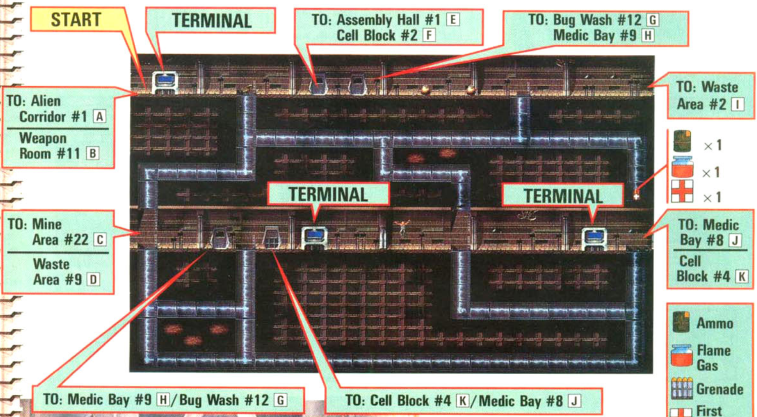
Medic Bays aren't safe havens, but they contain First Aid kits for powering up Ripley when she's wounded.



Examine the blueprints for your mission objectives and extra supplies. Knowledge equals survival!

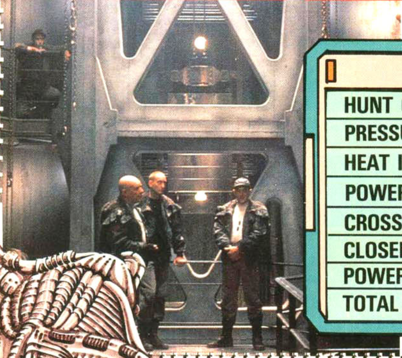
STAGE 1 CORRIDOR #12

Ripley's first missions on Fury include rescuing prisoners, repairing malfunctioning systems and mopping up an alien nesting ground. Aliens threaten her at every step, but they aren't quite as thick as later in the game. Begin with the relatively easy Hunt or be Hunted Mission in which you have to rescue some prisoners. The most brutal mission (Heat It Up) is cleaning up Waste Area #3 and Alien Corridor #1, both of which are alien nurseries. The number of eggs requires almost continuous fire power from Ripley, so you'll have to search out caches of ammo. Tackle this mission early on while ammo is still easy to find.



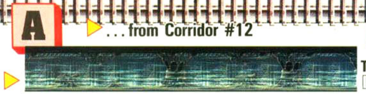
START
TERMINAL
TO: Assembly Hall #1 E
Cell Block #2 F
TO: Bug Wash #12 G
Medic Bay #9 H
TO: Waste Area #2 I
TO: Alien Corridor #1 A
Weapon Room #11 B
×1
×1
×1
TERMINAL
TERMINAL
TO: Mine Area #22 C
Waste Area #9 D
TO: Medic Bay #8 J
Cell Block #4 K
TO: Medic Bay #9 H/Bug Wash #12 G
TO: Cell Block #4 K/Medic Bay #8 J

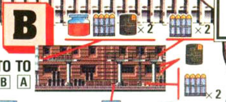
Ammo
Flame Gas
Grenade
First Aid

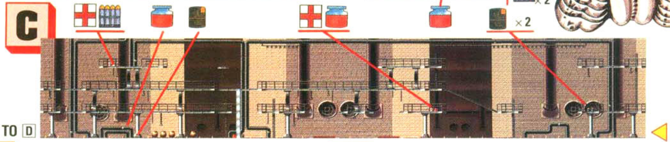


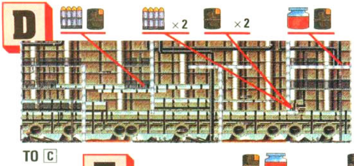
MISSIONS

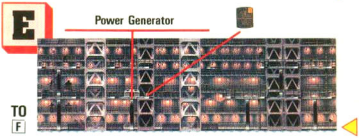
HUNT OR BE HUNTED	▶	F K
PRESSURE POINT	▶	C
HEAT IT UP	▶	A D
POWER LINK-UP	▶	E I
CROSSED WIRES!	▶	I
CLOSED DOORS	▶	A
POWER PLUS	▶	H G
TOTAL CONTROL	▶	Main Map, K

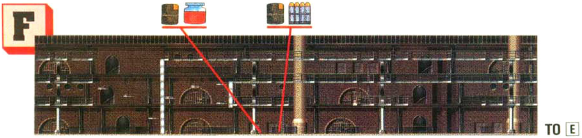

A
... from Corridor #12
TO B

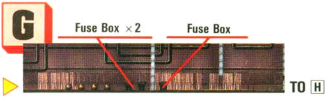


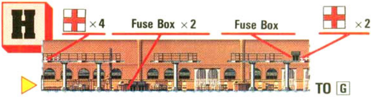


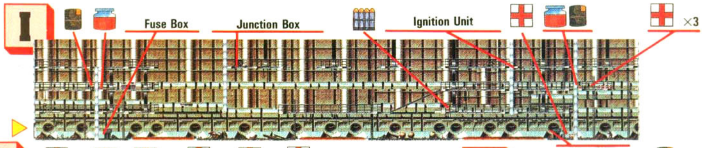


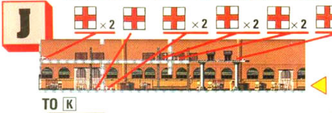

E
Power Generator
TO F

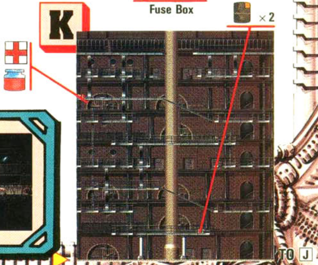



G
Fuse Box ×2
Fuse Box
TO H


H
×4
Fuse Box ×2
Fuse Box
×2
TO G


I
Fuse Box
Junction Box
Ignition Unit
×3
Fuse Box



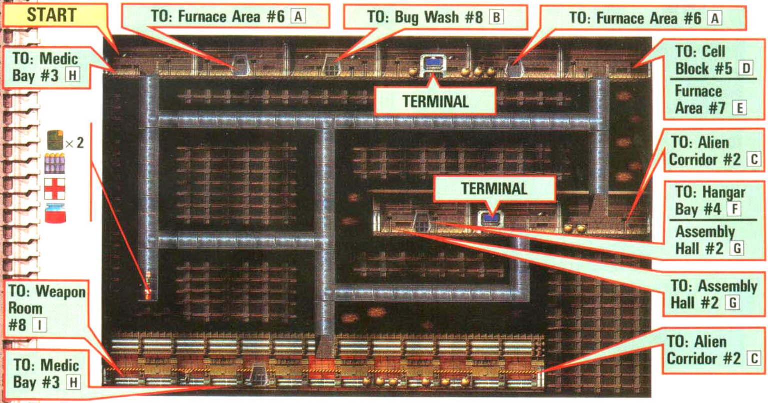


DON'T HANG AROUND

Ripley must keep on the move to avoid being set upon by aliens. If you're not sure where to go, or if you just need a breather, stop at a computer terminal where you are safe.

STAGE 2 CORRIDOR #10

The action along Corridor #10 is more demanding than the first stage, with pressure leaks, broken power generators, shorted circuits, and helpless prisoners. Alien Corridor #2 is infested with eggs. Clean it out first, but don't take the upper route on the pipes. Then tackle Furnace Area #6—a huge area with many trapped prisoners. The Power To The People mission takes you into the labyrinth of Hangar Bay #4, then all the way across the map to Weapon Room #8. Make sure that you stop in Medic Bay #3 along the way to replenish Ripley's energy.

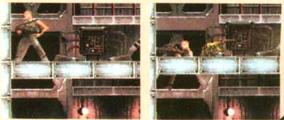

START
TO: Furnace Area #6 A
TO: Bug Wash #8 B
TO: Furnace Area #6 A
TO: Medic Bay #3 H
TERMINAL
TO: Cell Block #5 D
Furnace Area #7 E
×2
TO: Alien Corridor #2 C
TERMINAL
TO: Hangar Bay #4 F
Assembly Hall #2 G
TO: Assembly Hall #2 G
TO: Weapon Room #8 I
TO: Alien Corridor #2 C
TO: Medic Bay #3 H

MISSIONS

POWER TO THE PEOPLE ▶	F I
DEPTHS OF DESPAIR ▶	B
360 DEGREE ACTION ▶	C
MERCY MISSION ▶	E
ON A SHORT FUSE ▶	H
MISSION IMPOSSIBLE ▶	A
WATCH YOUR BACK ▶	G

SECRET PASSAGES

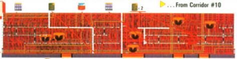
Not all of the walls are as solid as they look. In the area shown here, and throughout the prison base, Ripley can find items by leaping through seemingly solid steel. If an area seems inaccessible, it's a pretty good bet that this is how you reach it. Also look for areas where you jump down.



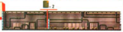
... Ammo ... Flame Gas ... Grenades ... First Aid

▶ ... From Corridor #10

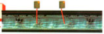
A



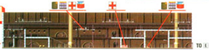
B



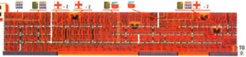
C



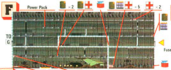
D



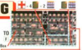
E

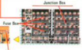


F

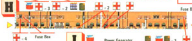

Power Pack
×2
×5
×2
TO G

G

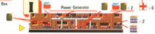

×4
×2
TO F
Fuse Box


Junction Box
Fuse Box

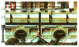
H


×3
×2
×2
×4
Fuse Box

I

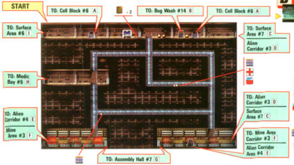

Power Generator
×2
×6
×2

STAGE 3 CORRIDOR #17



The horror grows worse with Ripley's first meeting with two Mother Aliens. The Down Town mission sends Ripley into Alien Corridors #3 and #4, both of which are stuffed with eggs and poisoned by the acidic ooze left by the aliens. Surface Area #7 is home to an egg-laying Mother Alien. Ripley must go out and burn the nest. The upper route in Surface Area #6 contains a nice cache of ammo, including scorching green flame-thrower gas. Save it for a rainy day since it's so easy to reach. Be sure to use the green gas to torch eggs.

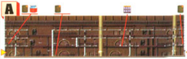
▶ ... From Corridor #17


START
TO: Cell Block #6 A
×2
TO: Bug Wash #14 B
TO: Cell Block #6 A
TO: Surface Area #6 I
TO: Surface Area #7 C
Alien Corridor #3 D
TO: Medic Bay #5 H
TO: Alien Corridor #3 D
Surface Area #7 C
TO: Alien Corridor #4 E
Mine Area #3 F
TO: Mine Area Corridor #3 F
Alien Corridor Area #4 E
TO: Assembly Hall #7 G

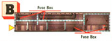
MISSIONS

READY AND WAITING	I
OPERATION RESCUE	A G
SLAUGHTER 'EM HIGH	C
OPERATION NEPTUNE	F
SYSTEM FAILURE	B H
DOWN TOWN	D

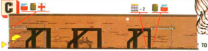
A



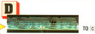
B


Fuse Box
Fuse Box

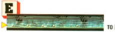
C



D



E



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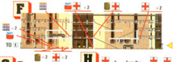
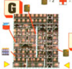
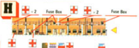


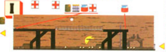
G



H

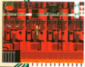

×2
Fuse Box
×2
Fuse Box

I

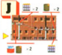


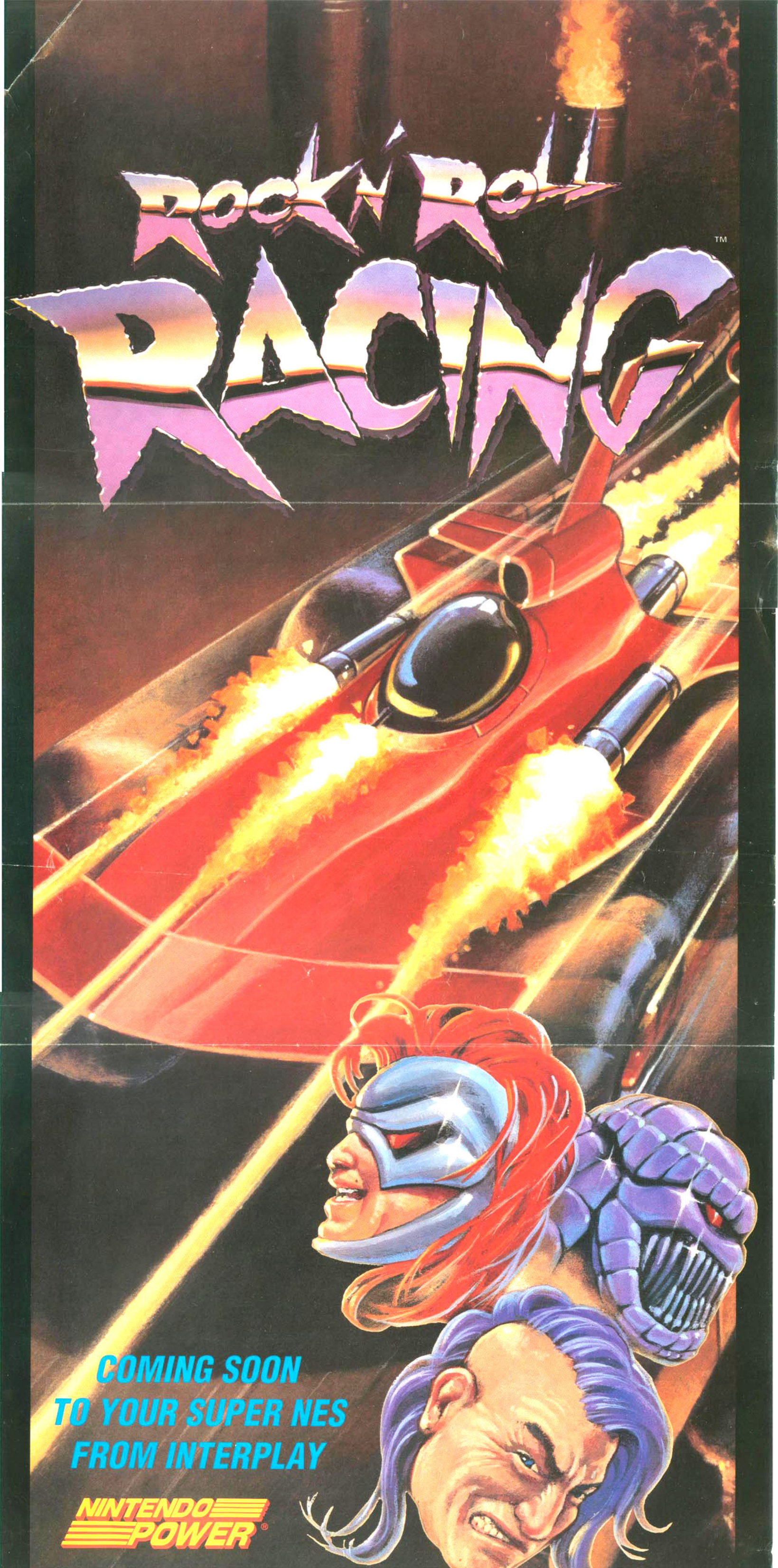
BEYOND THE CALL...

With six stages in the game, all requiring the completion of multiple missions, Ripley has only come halfway through the horror. As you've seen, the action is raised to a higher pitch with each new stage. Although few of the individual missions seem to be more difficult, the areas are bigger and more dangerous. You'll meet up with the Alien Mother if you survive in the face of this alien onslaught. In the end, the greatest sacrifice may be unavoidable. Ripley can never risk the spread of the aliens beyond the planet.



J





COMING SOON
TO YOUR SUPER NES
FROM INTERPLAY

NINTENDO
POWER®

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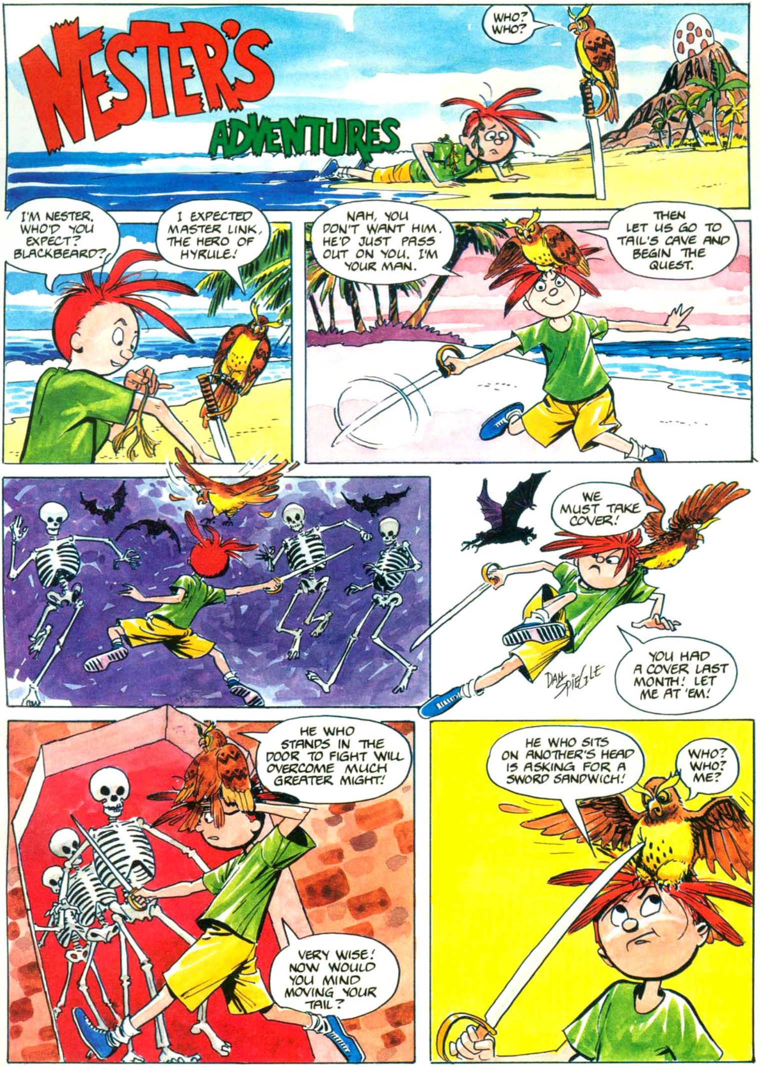
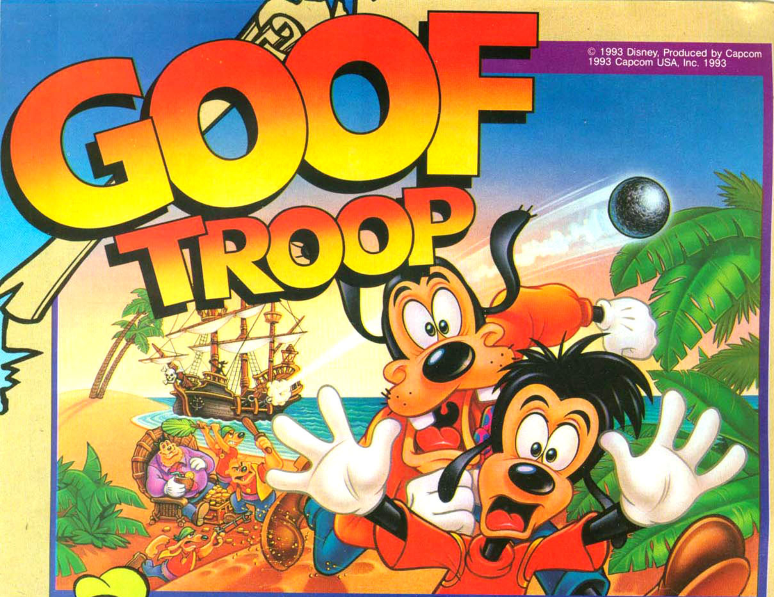

NESTER'S ADVENTURES
WHO? WHO?
I'M NESTER. WHO'D YOU EXPECT? BLACKBEARD?
I EXPECTED MASTER LINK, THE HERO OF HYRULE!
NAH, YOU DON'T WANT HIM. HE'D JUST PASS OUT ON YOU. I'M YOUR MAN.
THEN LET US GO TO TAIL'S CAVE AND BEGIN THE QUEST.
WE MUST TAKE COVER!
YOU HAD A COVER LAST MONTH! LET ME AT 'EM!
DAN SPIEGLE
HE WHO STANDS IN THE DOOR TO FIGHT WILL OVERCOME MUCH GREATER MIGHT!
VERY WISE! NOW WOULD YOU MIND MOVING YOUR TAIL?
HE WHO SITS ON ANOTHER'S HEAD IS ASKING FOR A SWORD SANDWICH!
WHO? WHO? ME?

GOOF TROOP

© 1993 Disney, Produced by Capcom
1993 Capcom USA, Inc. 1993



Goof Troop to the Rescue!

When Pete is mistaken for a long-lost pirate king, he and son P.J. are kidnapped by pirates. Goofy and son Max, witness the abduction and chase the pirate ship to Spoonerville Island. Capcom once again sets the scene for another great Disney game. The popular cartoon series Goof Troop is brought to life in a fury of great graphics and fun. Although the level of challenge is fairly low, this game is still great fun. Let's hit the beach!

USEFUL TREASURE

BONUS ITEMS

Be sure to look under every plant and barrel to find these items.

RED & BLUE GEMS

Finding a hidden Gem will really make Goofy's day. Collect the Red Gems to receive 1-Ups and the Blue Gems to get extra continues.

CHERRIES & BANANAS

Collect all the fruit that you find. Cherries are worth one Heart and Bananas are worth two. Every seven Hearts gives you a 1-Up.

TOOLS

Learn to use these tools to help you in your quest to rescue Pete and P.J.

SHOVEL

Use the Shovel to look for treasure in the soft, dark brown dirt.

CANDLE

When you carry the candle you can see better in darkened rooms.

PLANK

You need to use the plank to cross the short gaps in your path.

HOOK SHOT

Use the Hook Shot to grab items from far away, fend off enemies, or cross gaps.

BELL

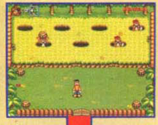
Ring the Bell and all the enemies come running at you. Round them all up and defeat them at once!

GOLD & SILVER KEYS

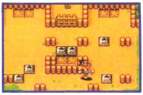
Use the hidden Keys in each stage to open the locked doors.

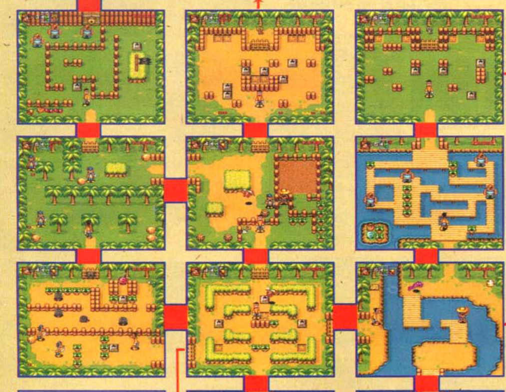
STAGE 1-THE BEACH

Landing on the island, Goofy and Max explore the beach for any sign of their friends. Use the beach area to learn how to use your tools, while the puzzles are still easy. Watch out! This island is overrun by pirates!

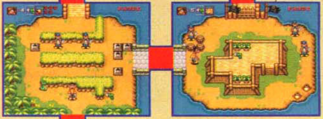


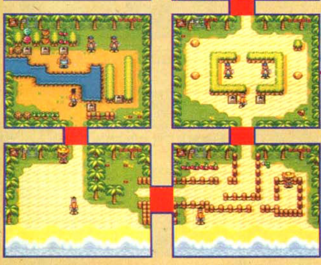
Kicking the blocks into the holes is easy this time! After you fill all the holes, the doorway in front of the Gold Key will disappear. Use the Gold Key to open the doorway that is blocking the path to the Boss.



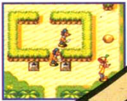


Hey, all the gates are locked! You can open any of the gates by kicking a block into the correct hole. If the bee is giving you a hard time, try throwing one of the plants at it.

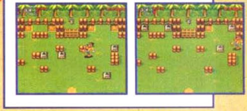




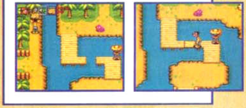
You can throw coconuts at the Jollys, but try hitting them with a block instead. First kick the left block to the right. Stand below the left block, ring the Bell, then kick the block into the Jollys as they rush you.



You must place all four blocks in their holes to open the gate. Fill the left two holes first, with the left blocks, then fill the remaining holes. After you open the gate grab the Silver Key. You will be able to open the locked gate later on. If you make a mistake when you are moving the blocks, exit the screen to reset the blocks.

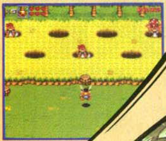


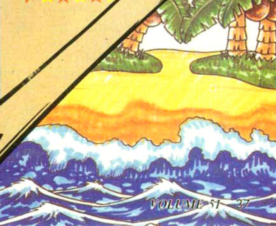
Gosh, Goofy! There's a hole in the boardwalk! Before you continue up beyond this area, you will have to fix the boardwalk. Work your way around and enter from the left so you can pick up the Plank. Bring the Plank back to the bottom entrance and stand next to the gap. You can use the Plank to repair the boardwalk by pressing the Y Button. Don't worry—after you leave the screen, the boardwalk will remain intact!



JESTER HOLE

The Jesters pop out of their holes and throw whatever they can find at you. Try to catch the barrels and bombs that they throw and toss them back.

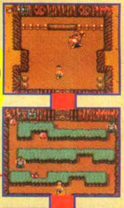


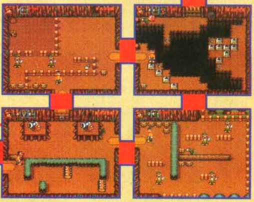


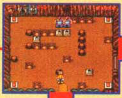
STAGE 2

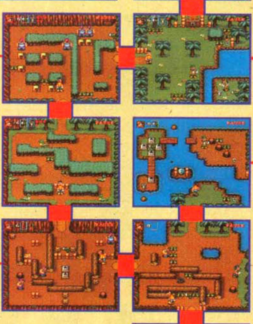
VILLAGE

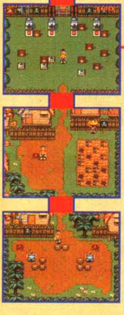
The pirates have dragged their captives through the village, destroying everything in their path. What traps have they left behind for our heroes?

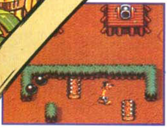








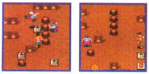




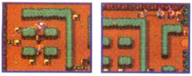
Watch out for the cannons in this room! You can destroy both cannons by catching the cannonballs and throwing them back. Each cannon takes two hits. Don't forget the Silver Key—You'll need it to open the gate.

You need two Hook Shots to make it through this room. Cross the gap at the bottom of the room using the first Hook Shot. Push the blocks out of the way and work your way to the upper right hook. Shoot the switch on the wall to open the gate, then cross the gap at the top of the room with the second Hook Shot. Grab the extra Hook Shot before you exit.

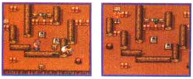
To open the gate on the right side, you must put a block on each of the corner buttons. This can be tough with the Rogers kicking your blocks around. Try to take them out with the top left block before they kick all the blocks.



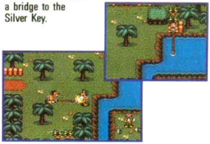
Use the Exploding Blocks to defeat the Rogers in this room. If you run out of blocks to kick, try pushing a Roger against a block with your Hook Shot. If the Roger is near a block when it explodes, the problem is solved. Watch out! Don't forget that the Rogers can kick blocks at you as well.



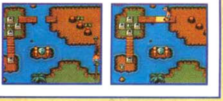
There are enough barrels for Goofy to use to defeat the Rogers, but if you are using Max, you will also need to use the blocks to defeat the Rogers. Be careful not to block your path to the exit when you kick the blocks.



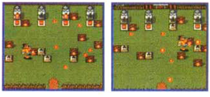
Defeat the pirate in the lower right with a plant before you attempt to cross over there. Use the Hook Shot to make a bridge to the Silver Key.



After you have gotten rid of the pirate, use your Hook Shot to cross over to the island. Stand on top of the hook on the ground and face the second hook. Shoot the Hook Shot across the water to make a bridge.

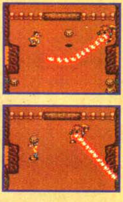


Cover each button with one of the blocks to open the gate at the top of the screen. Be sure to avoid the fireballs that the statues are shooting at you. If you are having trouble, you can pause the game to study at the screen.



FIRE BUG

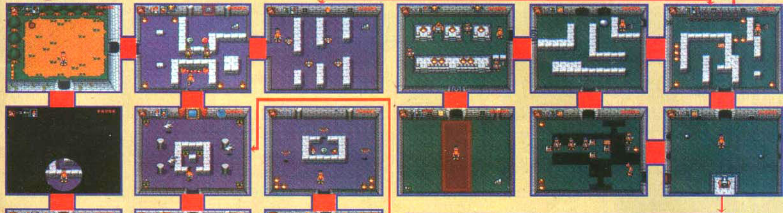
This guy is hot stuff, and he's ready to make the Goof Troop fire walk. Throw all four barrels at the Fire Bug, then villagers will appear and throw more barrels to you. Make sure that you have your arms up when you catch them, or you will get hit yourself. With a little fancy footwork you can cool this fire dance down!

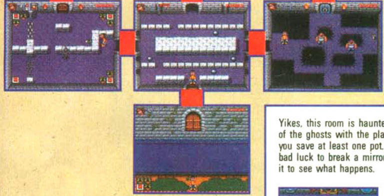


STAGE 3-FORTRESS

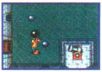
At the top of the Village lies the haunted Pirate Fortress. Did the pirates take Pete and P.J. in there? There is only one way to find out! Let's join our heroes as they explore the darkness inside.

Look at all that old armor. Watch out—some of it is haunted. Throw a pot at the moving armor to make it drop and hit it again to knock it out.

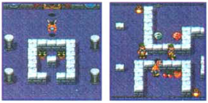




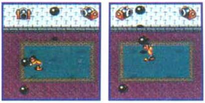
Oh no, not another cannon! You can destroy this cannon just like you did the first two. Put your hands above your head and catch the cannonballs as the fly at you. Continue to throw them back until the cannon is gone.



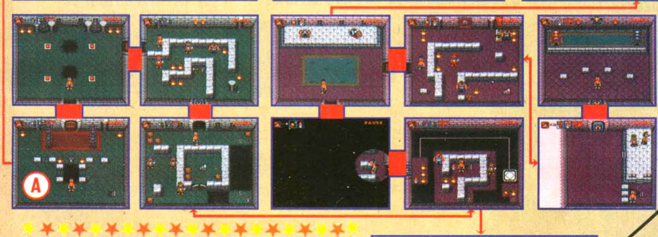
Yikes, this room is haunted! You can defeat each of the ghosts with the plants, but make sure that you save at least one pot. Normally, it may be bad luck to break a mirror, but not this time. Try it to see what happens.



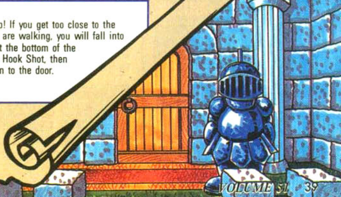
These cannons are tough. Catch the cannonballs like you did earlier, but don't let yourself get hit while you're holding one. If you stand directly below each cannon, you can throw back the cannonballs quickly.



The letters on the floor are the key to this room. If you want to open the door, it's spelled out for you. . . . right on the floor! Be sure to watch the ghost armor on the way out.

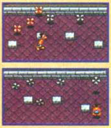


Watch your step! If you get too close to the edge while you are walking, you will fall into the pit. Cross at the bottom of the room with your Hook Shot, then ride the platform to the door.



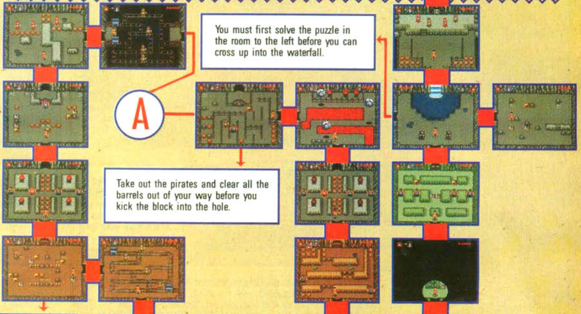
RED & BLUE SKELETONS

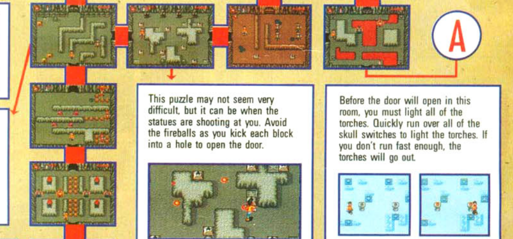
These ghastly creatures wait at the end of the fortress. Grab the bones that they throw at you after they hit the ground. Hit each skeleton with the bones as fast as you can. When they throw a head at you, hit it with a bone.



STAGE 4
CAVERNS

As the Goofs sneak out the back exit to the Fortress, they enter the dark abyss of the caverns. The pirates' tricks and traps become more difficult as they go. Be careful when you walk around the dark pits or you will fall to your doom.



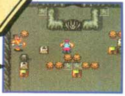


You must first solve the puzzle in the room to the left before you can cross up into the waterfall.

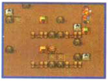
Take out the pirates and clear all the barrels out of your way before you kick the block into the hole.

This puzzle may not seem very difficult, but it can be when the statues are shooting at you. Avoid the fireballs as you kick each block into a hole to open the door.

Before the door will open in this room, you must light all of the torches. Quickly run over all of the skull switches to light the torches. If you don't run fast enough, the torches will go out.

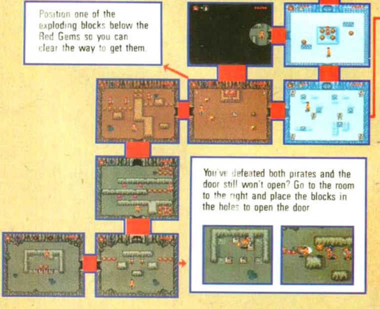


Defeat this pirate right away, but be careful which barrels you throw at him. If you move the wrong barrels you won't be able to open the door. If this happens, exit the room to reset the blocks.



You have to work fast with this puzzle. Line up all of the normal blocks before you start kicking the exploding blocks. This is much easier with a second player.

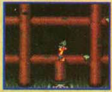
You have reached a crossroads. You can maneuver past the pirate and take the right exit or you can fill the hole with a block and take the top exit. Either way will take you to the Boss. The exit to the right will prove easier if you are playing alone, but the top exit is easier with a partner.

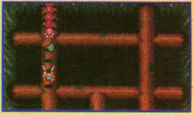


Position one of the exploding blocks below the Red Gems so you can clear the way to get them.

You've defeated both pirates and the door still won't open? Go to the room to the right and place the blocks in the holes to open the door.

RED & GREEN RUMBLERS



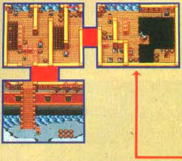


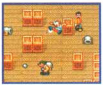
Here come the Rumblers, but there is nothing to throw at them! Wait until the Rumblers pass—they make stalactites fall from ceiling. Step out of the shadows that appear on the ground or you will be hit. Use the stalactites to hit both of the Rumblers on the head.

STAGE 5-THE SHIP

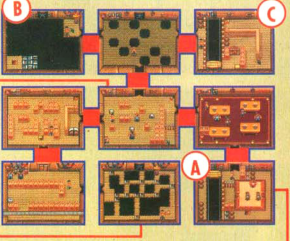
At last the mighty Goof Troop has found the Pirates' Ship. Inside waits the man behind the pirate crew and all its evil traps. Can Goofy and Max find their friends on board the craft? Climb aboard and see!

When you come up the stairs on the other side of the room, you will have to ride the platform to cross to the exit. Each time you step on an arrow, the platform moves in that direction. Beware—the arrows all change direction each time you move.

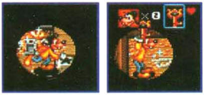




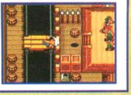
When you enter this room, quickly run up and grab the Bell in the corner. Use it to draw the pirate crew into one of the cannon's line of fire. After you have defeated all of the pirates, the spikes in the bottom corner will lower so you can grab your Hook Shot.



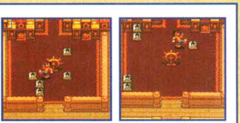
Yikes, this room is dark! If you can carry the candle into this room you can see a wider area around you. It is very important to explore the entire room while you are here. A Gold Key and other great treasures can be found in the top left corner of the room. If you forget the Key, you'll have trouble making it to the Boss.



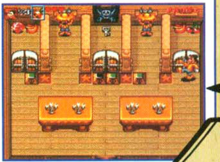
Goofy and Max are unable to get past the spikes until all of the pirates are defeated. Grab a barrel then stand on the moving platform. Throw the barrel at a pirate as the platform moves to the bottom of the room. After you defeat all the pirates, the spikes will lower and you can work your way to the stairs. Don't forget to check all of the barrels for treasure!

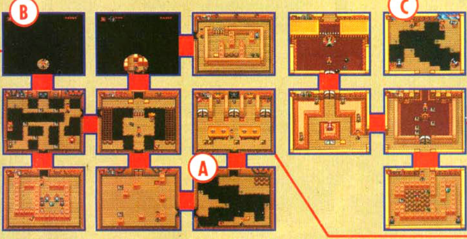


Just when you thought you were done, here is another puzzle to solve. Line up some of the blocks on the sides of the screen to use as spacers. When you get a block lined up with one of the holes, kick it in. After both holes are filled, the door at the bottom of the screen will open. Don't forget—if you make a mistake you can exit the room to reset the blocks.



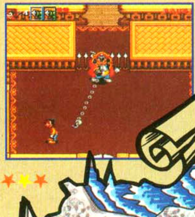
Fill the center two holes with exploding blocks to open the center door. After you open the door, grab the Key and exit the room. Re-enter the room and fill in the outside holes to get the other treasures.

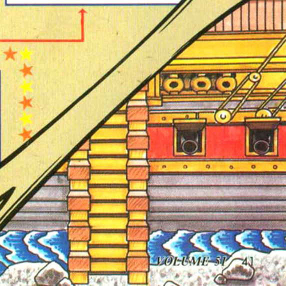




KEELHAUL PETE

Keelhaul Pete comes spinning onto the screen, and that's trouble. Once again you must use the boss's own weapons against him. Catch the bombs that Pete tosses out and throw them back. Remember to keep your arms up!





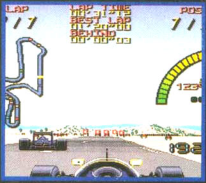
Nigel Mansell's World Championship™

© 1993 Gremlin Graphics Software LTD.

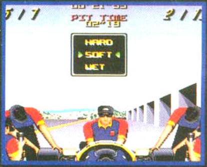
In a world of speed and challenge, you need someone to show you the way to victory. Nigel Mansell, the winningest Grand Prix driver on the world circuit, gives you the winning edge in this hot race Pak.

BRITISH RACING DREAM

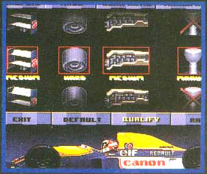
Gametek is challenging for the pole position of Super NES racing games with Nigel Mansell's World Championship. Nigel Mansell includes just about every option you can think of in a racing game, but the real thrill is out on the track, pushing your machine to the limit. The viewpoint is from behind the wheel and is very realistic. The exceptional graphics include a wide-angle view and detailed backgrounds. The courses in 16 countries wind through hills and along coastlines, through tunnels and around hairpin turns. A password feature keeps you in the running for the championship.



The viewpoint takes advantage of detailed graphics that include landmarks like Sugarloaf in Rio.



Well-timed pit stops can mean the difference between finishing first or back in the pack.



Choose the right options for each track and weather condition for top performance.

Canon
elf
RENAULT
5

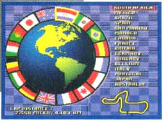
CHECKERED FLAGS

A lot of elements combine to make Nigel Mansell a winner. Mansell's Advice is a unique feature that shows you the best line to take through the corners. You can also change the Controller configuration, enter your name and country, set the level of difficulty and enter a Sound Test. You can drive one race or an entire season.

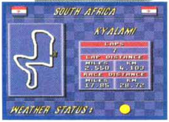
TEST
TRACK
NEXT 16
EXITS

RACE CIRCUIT

Challenge the best drivers in the world on any course. This option gives you a chance to test the track under real conditions. Customize your car to max out your performance.



You can choose from race tracks on five continents that encompass all driving conditions.



SOUTH AFRICA

KYALAMI

LAPS
7
LAP DISTANCE
MILES 2.550 KM 4.103
RACE DISTANCE
MILES 17.85 KM 28.72

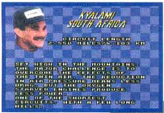
WEATHER STATUS:

You can learn a lot about a course from studying the turns and straightaways.

STUDENT
DRIVERS
IN
AREA

MANSELL'S ADVICE

Read Nigel's comments, check out the recommended speeds for each corner, then follow the champ's car along the fastest line. Nigel rates your run after the checkered flag.

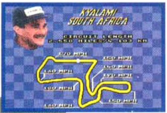


KYALAMI
SOUTH AFRICA

CIRCUIT LENGTH
2.550 MILES/4.103 KM

SET HIGH IN THE MOUNTAINS. THE MAJOR CHALLENGE IS TO OVERCOME THE EFFECTS OF THE THIN AIR. THE REDUCTION IN AIR PRESSURE MEANS LESS DRAG, BUT THE OXYGEN STARVED ENGINES PRODUCE LESS POWER. ONE OF THE SHORTEST CIRCUITS, WITH A FEW LONG HILLS.

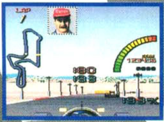
Nigel's comments can give you a tactical advantage during a real race.



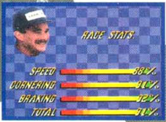
KYALAMI
SOUTH AFRICA

CIRCUIT LENGTH
2.550 MILES/4.103 KM

The recommended cornering speeds are safe bets. Push it a little further.



Nigel leads the way, showing you the fastest line through every corner.

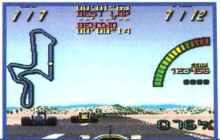


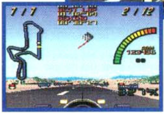
After you've run the course, Nigel rates your performance in three critical skills.

NEXT
EXIT
301 MILES

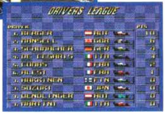
FULL SEASON

Drive an entire Grand Prix schedule of 16 races. You'll earn Grand Prix points with high finishes and a password lets you continue your schedule whenever you want to. It's 301 of the toughest miles on Earth.





When the flag falls, the final position of each driver is shown.



DRIVERS LEAGUE

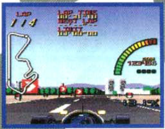
DRIVER		PTS
1. BERGER	AUT	10
2. MANSELL	GBR	6
3. SCHUMACHER	GER	4
4. DE CESARIS	ITA	3
5. COMAS	FRA	2
6. ALESI	FRA	1
7. HAKKINEN	FIN	0
8. SUZUKI	JPN	0
9. WENDLINGER	AUT	0
10. MARTINI	ITA	0

Season standings for every driver are updated after each race.

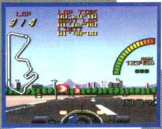
VISITOR
INFO
AHEAD

DRIVING PRACTICE

This option lets you start out slow and learn every inch of the 16 courses. After the first trial lap, your car picks up speed. Soon you'll be tearing up the pavement at over 300 kph!



You may get up to sixth gear, but in the first lap you'll never reach full speed.

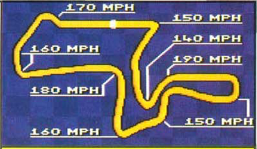


You'll blaze on the final lap.

TRACK TALK

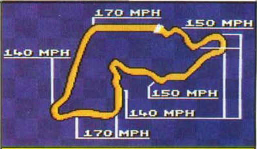
Nigel has a lot to say about each track and what you can do to improve your chances at winning the race and, ultimately, the championship. Before racing, always study the map and look for hairpin turns where you must gear down or brake. Below are some of the key points to remember for each course.

SOUTH AFRICA


170 MPH
150 MPH
140 MPH
160 MPH
190 MPH
180 MPH
150 MPH
160 MPH

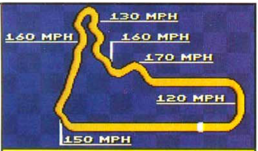
This is a short track at a high elevation. That means your engine gets less oxygen and produces less power. Race on a sunny day with hard tires and high gear ratio. Watch the 140 mph corner. (7 laps – 17.85 miles)

SAN MARINO


170 MPH
150 MPH
140 MPH
150 MPH
140 MPH
170 MPH

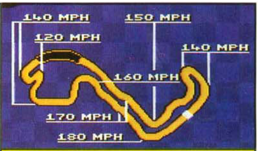
This is a hilly course with some vicious turns and very few true stretches of straight road for overtaking other cars. Choosing the fastest line through the turns will make a big difference. (6 laps – 18.79 miles)

MEXICO


130 MPH
160 MPH
160 MPH
170 MPH
120 MPH
150 MPH

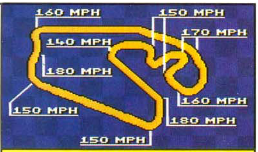
The high elevation with lots of ups and downs in the road can take their toll on a driver. Use the long straight to wind out your engine and watch out for the hairpin at the top of the course. (7 laps – 19.23 miles)

MONACO


140 MPH
150 MPH
120 MPH
140 MPH
160 MPH
170 MPH
180 MPH

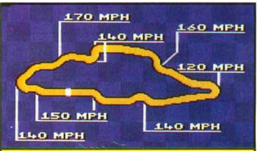
Monaco is one of the most famous Grand Prix races in the world. The course winds through the city and even through a tunnel. Good starting position helps, but so does concentration. (8 laps – 16.54 miles)

BRAZIL


160 MPH
150 MPH
170 MPH
140 MPH
180 MPH
160 MPH
150 MPH
180 MPH
150 MPH

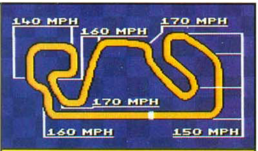
The Interlagos race track is hot, and not just because it basks in the Rio sun. Long straights and tight turns keep the drivers jockeying for the lead throughout the full race. (7 laps – 18.81 miles)

CANADA


170 MPH
160 MPH
140 MPH
120 MPH
150 MPH
140 MPH
140 MPH

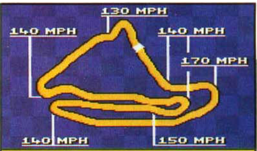
The course at Gilles Villneuve in Canada may look easy, but it isn't. Beware of the hairpins at either end. Also take advantage of a good pole position. There are few passing zones. (7 laps – 19.27 miles)

SPAIN


140 MPH
160 MPH
170 MPH
170 MPH
160 MPH
150 MPH

Barcelona combines one good straight with many wide and sharp corners. There's really no place to max out except the one straight, so pass other cars along that stretch. (7 laps – 20.65 miles)

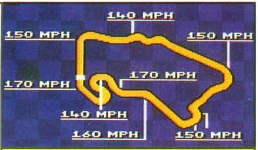
FRANCE


130 MPH
140 MPH
140 MPH
170 MPH
140 MPH
150 MPH

The French track may have some of the most brutal corners in the game. Luckily, there are enough long straights to allow a clever driver to come from behind. (7 laps – 18.58 miles)

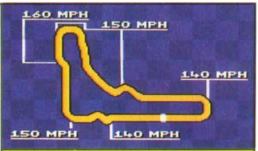
"I've learned a thing or two from racing on all of these Grand Prix circuit courses. Take my advice."

BRITAIN


140 MPH
150 MPH
150 MPH
170 MPH
170 MPH
140 MPH
160 MPH
150 MPH

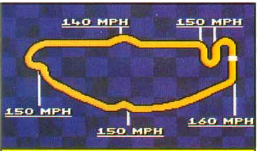
The Silverstone course is a very fast track with hard corners. Try pushing your speed through the wide turns by at least 50 kph. On the "S" Curve near the starting line, slow way down. (6 laps – 19.48 miles)

ITALY


160 MPH
150 MPH
140 MPH
150 MPH
140 MPH

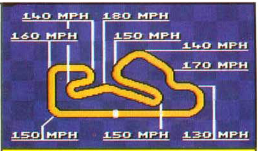
The Monza course has terrific straights that allow very fast lap times. It has only three major turns, so you'll have ample opportunity for passing slower cars. Push this one to the limit! (5 laps – 18.02 miles)

GERMANY


140 MPH
150 MPH
150 MPH
160 MPH
150 MPH

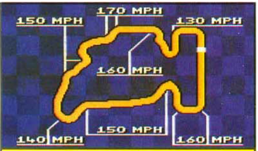
This is a fast track with few pitfalls. The final two hairpins must be taken at a low speed of 200 kph or less. A slight tap on the brakes and a good line will take you the rest of the way. (5 laps – 21.12 miles)

PORTUGAL


140 MPH
180 MPH
160 MPH
150 MPH
140 MPH
170 MPH
150 MPH
150 MPH
130 MPH

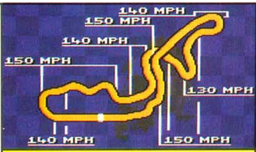
The track at Estoril isn't one of the fastest, with its many hills and twists, but it may be one of the most varied. The one long straight lets you reach your top speed and hold it to pass other cars. (7 laps – 18.92 miles)

HUNGARY


170 MPH
150 MPH
130 MPH
160 MPH
150 MPH
140 MPH
160 MPH

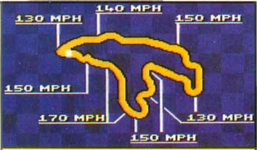
The Hungarian track takes you over hills and through endless curves, all of which mean that it is a fairly slow track overall. That means that your starting position is all the more important. (8 laps – 19.72 miles)

JAPAN


140 MPH
150 MPH
140 MPH
150 MPH
130 MPH
140 MPH
150 MPH

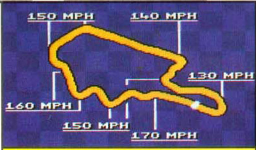
There aren't many straights here, but the long curve can be advantageous to smart drivers looking to improve their positions. Watch out for surprise corners! This track also features an overpass/underpass. (5 laps – 18.21 miles)

BELGIUM


140 MPH
130 MPH
150 MPH
150 MPH
170 MPH
130 MPH
150 MPH

This course is long and challenging with many hills. There's a little bit of everything on it, which makes it fun. Tap the brakes before each turn and power through the corners for top speeds. (4 laps – 17.25 miles)

AUSTRALIA


150 MPH
140 MPH
130 MPH
160 MPH
150 MPH
170 MPH

The Adelaide course may be short, but it has a lot of variety with two good straights and lots of curves. The 90° turn at the end of the back straight is a car-wrecker. Brake early or gear down. (8 laps – 18.79 miles)

STREET STRATEGIES

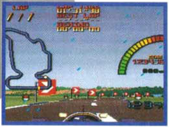
Putting the pedal to the metal isn't the only consideration in Grand Prix racing. Track conditions, gear ratios, tires, the aerofoil and type of transmission all come into play.

After checking out the track prior to a race, customize your car for the conditions on that day. Use the Circut races to experiment.

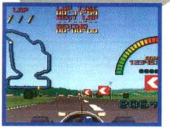
WEATHER

SLIPPERY
WHEN
WET

Before each race you'll see a map, stats and weather conditions for each course. Special tires designed to grip the pavement in wet conditions are available. To change a rainy day to a sunny day, exit the car customization screen and then choose the same race option.



Use the Wet tire option when it pours for better traction.

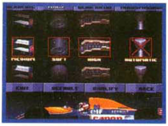


On the sunny side of the track, use the Hard tire option.

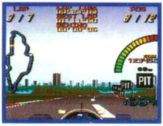
BURN RUBBER

SEVERE
TURNS
AHEAD

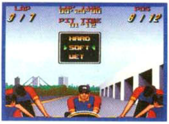
Choosing the right type of tire is more involved than you might think. Hard tires allow the fastest speeds, but they aren't as good on courses with lots of curves. Soft tires work better through twisting areas. Wet tires should be used for rainy days.



Put the right rubber on your rims before the race begins.



Depending on the type of tire, you may not have to pit stop during the race. Soft tires usually need to be changed.

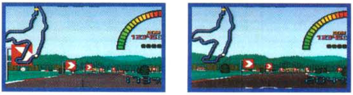


Swing into the pit area to get new tires put on your car only if you really need them.

AEROFOIL

PASSING
LANE
1 MILE

The aerofoil applies downward pressure on the car for improved traction and handling. Generally, using the High rated foil is best, but you can experiment with Medium and Low foils on courses with longer straight sections of roadway.

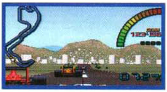


Note the higher cornering speed in the second photo using the High Foil.

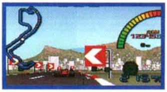
GEAR RATIO

TRUCKS
USE
LOWER
GEARS

A low gear ratio means that you'll pick up speed quickly, but your top end speed will be lower than if it would be with a high gear ratio.



With a high gear ratio, you'll start out at the back of the pack.

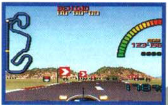


Later in the race, you'll pass the others if you have a high gear ratio.

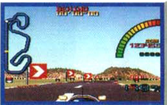
TRANSMISSION

REST
AREA
1 MILE

You also have a choice between Automatic and Manual transmissions. Auto is nice and simple, but Manual is more realistic.



With the Manual transmission, gear down when you come to sharp corners.



With the Automatic, tap the brake before starting your turn.

MANSELL ON 8-BITS

Even if you don't have a Super NES you can experience the thrill of Grand Prix racing with Gametek's NES and Game Boy versions of Nigel Mansell's World Championship. Both games include the Advice feature and both have single races and seasons with passwords. Best of all, both provide good racing action.

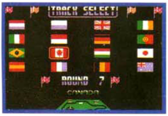
NES MANSELL

NIGEL MANSELL'S
WORLD CHAMPIONSHIP CHALLENGE
PRESS START
© GREMLIN GRAPHICS LTD. 1993
LICENSED BY NINTENDO

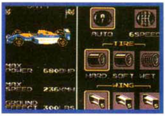
The NES version of this game has clean but simple graphics. That's a plus when it comes to racing because you want to see clearly what's in front of you without a lot of distractions. The 3-D terrain of the tracks is also preserved from the Super NES, giving drivers the feel of racing over real tracks.

NES OPTIONS

Just as in the Super NES game, you can choose whatever track you want and race against yourself, other drivers, or get useful advice from Nigel.


TRACK SELECT
ROUND 7
CANADA

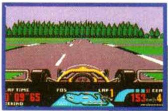
Choose from the same world class tracks or race an entire season.


AUTO
6SPEED
TIRE
MAX POWER 680BHP
HARD SOFT WET
MAX SPEED 236KMH
WING
GROUND EFFECT 300 RS

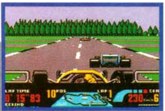
Customize your car according to each track. Be sure to note any sharp turns.

NES IN ACTION

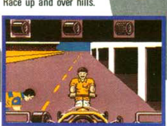
In auto racing, speed and control is everything. This NES Pak delivers both, plus interesting courses and 3-D terrain. It's the next best thing to Super NES.


LAP TIME
0' 09" 65
POS
LAP 1
153

Race up and over hills.


LAP TIME
0' 15" 83
10 POS
LAP 1
230

Maneuvering to take the lead can be difficult because computer drivers stick to the best line.



If you pull into the pit, expect to lose several places in the pack. Never pit on the final lap.

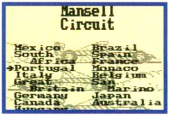
GAME BOY MANSELL

NIGEL
MANSELL'S
World Championship

Nigel Mansell's World Championship does a good job of combining the Game Boy's small screen with a sensation of speed. You can race a full season with passwords or check out an individual track with Nigel showing you the best line through every turn. The 3-D terrain and 16 tracks of the Super NES are also included.

CHALLENGE

The Game Boy version may be the most challenging of the three because the view is more limited. Hills often have blind spots as you reach the crest.

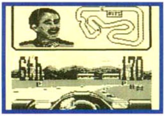


Mansell Circuit

Mexico
South Africa
→Portugal
Italy
Great Britain
Germany
Canada

Brazil
Spain
France
Monaco
Belgium
San Marino
Japan
Australia

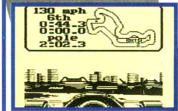
As some tracks crest over hills, they also turn. That means you really have to concentrate!



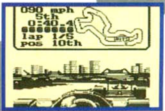
Nigel Mansell shows you the ropes of each course by guiding you through each turn.

GAME BOY ACTION

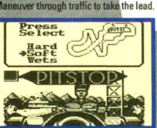
Although the viewpoint is lower and narrower than in the other games, it is still good and conveys a sense of speed. You just have to concentrate harder.


130 mph
6th
0:44.3
0:00.0
pole
2:02.3

Watch out for 3-D terrain on many of the tracks that make this game an extra special challenge.


090 mph
5th
0:40.4
lap 1/5
pos 10th

Maneuver through traffic to take the lead.


Press Select
Hard
→Soft
Wets
PITSTOP

Take a pit stop when your control worsens. That means your tires are going.

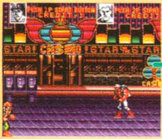
CLASSIFIED INFORMATION

DOUBLE DRAGON

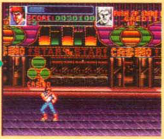
From Agent #321

Unlimited Continues

Use this trick to gain unlimited Continues in your quest to save Marion from the Black Shadow Warriors. Start playing either a 1- or 2-player game. Continue playing the game until you only have one credit remaining. Push the Start Button on both controllers at the same time, and both players will continue with seven extra credits. You can use this trick as often as you want!


PUSH 1P START BUTTON
CREDIT
PUSH 2P START
CREDIT

When you have one credit remaining, press Start on both controllers at the same time.


SCORE 0030100
PUSH 2P START
CREDIT

Both players will continue and you will have seven extra credits to boot!

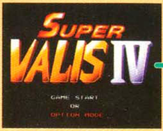
SUPER VALIS IV

From Agent #410

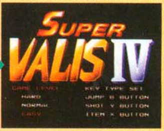
Easy Mode

If you are having trouble finishing Super Valis IV, then this code is for you! You can breeze past the tougher enemies by using this code to access the Easy Level of the game. On the Title Screen, highlight the Option Mode, then press Left, Left, Right, Right, B, B, Y, Y on Controller I. When you enter the Option Mode, you will be able to choose the Easy Level.

On Title Screen, press Left, Left, Right, Right, B, B, Y, Y.


SUPER VALIS IV
GAME START
OR
OPTION MODE

On the Title Screen, highlight the Option Mode, then enter the code above.


SUPER VALIS IV
GAME LEVEL
HARD
NORMAL
EASY
KEY TYPE SET
JUMP B BUTTON
SHOT Y BUTTON
ITEM X BUTTON

When you press Start to enter the Option Mode, the Easy Level will appear.

SimEarth

From Agent #019

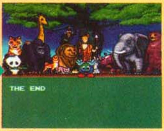
Sound Test Plus

Finishing all of the scenarios in SimEarth can be time consuming, but with this trick you can see the ending of the game without all the work. This code will also allow you to access a Sound Test and view all of the text screens. On the Title Screen, hold down the L and R Buttons, then press Start to make the Test Menu appear. From this menu you can choose to see the ending, hear the Sound Test, or view the Gaia List.

On the Title Screen hold L and R, then press Start.

SimEarth
MAXIS
PRESS START
The Living Planet

On the Title Screen hold the L and R Buttons and press Start.



You can see the ending of the game, as well as check out the Sound Test with this code.

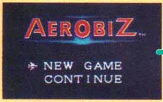
CLASSIFIED INFORMATION

AEROBIZ

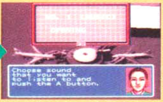
FROM AGENT #918

Sound Test

Agent #918 found this trick for the airline simulation game, Aerobiz. On the Title Screen, hold down the Select Button then press Start. The screen will switch to the Sound Test. You can select any of the 24 different sound by pressing Up/Down on your controller, then press A to listen to the selected sound.



On the Title Screen, hold the Select Button, then press Start to enter the Sound Test.



Choose sound that you want to listen to and push the A button.

You can listen to any of the 24 sounds by pressing the A Button.

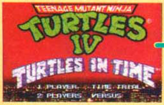
TEENAGE MUTANT NINJA TURTLES IV TURTLES IN TIME

FROM AGENT #672

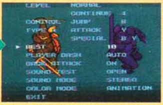
Bonus Turtles

Use this trick to start the game with ten turtles instead the normal three. On the Title Screen, highlight the option command. On Controller II, quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A, then press Start on Controller I. If you enter the code fast enough you will enter the option screen. Select the REST option and set it for ten turtles.

On Controller II, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. On Controller I press Start.



On the Title Screen, highlight the Option command and quickly enter the code with Controller II



LEVEL NORMAL
CONTINUE 4
CONTROL TYPE A JUMP B
ATTACK Y
SPECIAL B Y
▶ REST 10
PLAYER DASH AUTO
BACK ATTACK ON
SOUND TEST OPEN
SOUND MODE STEREO
COLOR MODE ANIMATION
EXIT

On the Game Option screen you can set the REST option to start the game with ten turtles.

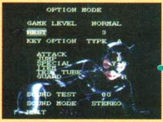
BATMAN RETURNS

FROM AGENT #781

Extra Man Code

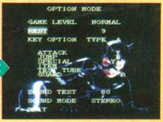
The Dark Knight rules the streets of Gotham City, and with nine extra men, you can too! To enter the code, first go to the Option Mode and highlight the REST option. On Controller II, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and you will hear a tone. Use Controller I to select up to nine men.

On Controller II, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A.



OPTION MODE
GAME LEVEL NORMAL
REST 3
KEY OPTION TYPE A
ATTACK Y
JUMP B
SPECIAL Y
ITEM
TEST TUBE
GUARD R
SOUND TEST 00
SOUND MODE STEREO
EXIT

Go to the Option Screen and highlight the REST option before you enter the code.



OPTION MODE
GAME LEVEL NORMAL
REST 9
KEY OPTION TYPE A
ATTACK Y
JUMP B
SPECIAL Y
ITEM
TEST TUBE
GUARD R
SOUND TEST 00
SOUND MODE STEREO
EXIT

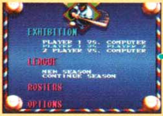
With nine extra lives in reserve, you can rule the street of Gotham City.

Cal Ripken Jr. Baseball

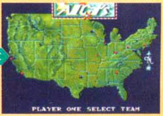
FROM AGENT #508

All Ripken Team

You can play a powered-up, all Cal Ripken Jr. team by entering this code. Select any of the three types of Exhibition Games and press Start. On the Team Select screen, instead of choosing a team, hold down the L and R Buttons then press Start. The AlCal's team will appear at the top of the screen for you to use.



Select one of the three Exhibition Games to play, then press the Start Button.



Hold the L and R Buttons, then press Start to make the AlCal's team appear.

CLASSIFIED INFORMATION

THE COMBATRIBES

FROM AGENT #990

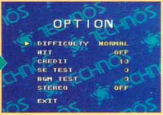
Extra Credits

Agent #990 has discovered a bundle of codes for the fighting game, The Combatribes. All of the following codes require you to hold down buttons on Controller II, then reset the game. You can modify the game to your liking by entering any of these codes, but you can only use one of them at a time. Use the following code to start the game with 10 Continues instead of the normal three. On Controller II, hold the X, A, and L Buttons, then reset the game. On the Title Screen, release the buttons, select either a 1- or 2-player game, and begin playing.

On Controller II, hold X, A, and L, then reset the game.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

On the Title Screen, hold X, A, and L on Controller II, then reset the game.


OPTION
▶ DIFFICULTY NORMAL
HIT OFF
CREDIT 10
SE TEST 0
BGM TEST 0
STEREO OFF
EXIT

You will have 10 Continues when you begin playing a new game.

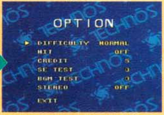
Super Hard Difficulty

If you think you have mastered all the skills necessary to beat this game, guess again! This code puts you into the Super Hard Difficulty Level. On Controller II, hold A, B, L, and R then reset the game. When you restart the game, enter the Option Screen. If the code is entered correctly, the Difficulty Level will be set at SUPER. Only the best players can beat this one.

On Controller II, hold A, B, L, and R, then reset the game.

BERZERKER:
HEY, FAT HEAD. WHAT DO YOU KNOW ABOUT GROUND ZERO ?

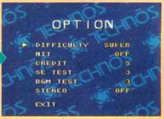
If you have mastered The Combatribes, this code will give you a whole new challenge.


OPTION
▶ DIFFICULTY NORMAL
HIT OFF
CREDIT 5
SE TEST 0
BGM TEST 0
STEREO OFF
EXIT

Normally, you can only choose between the Normal and Hard difficulty levels.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

Hold A, B, L, and R, then reset the game. Release the button on the Title Screen.


OPTION
▶ DIFFICULTY SUPER
HIT OFF
CREDIT 5
SE TEST 0
BGM TEST 0
STEREO OFF
EXIT

After entering the code, the Difficulty Level will be set at SUPER.

One Round Match

The Vs. Mode of The Combatribes is normally a "best of three" tournament against the another fighter. You can shorten the fight to one round by entering the following code. On Controller II, hold the A and B Buttons, then reset the game. Choose any of the Vs. Mode games and begin playing. The tournaments will continue to last only one round until you reset the game again.

On Controller II, hold A and B, then reset the game.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

To shorten the tournaments, hold A and B on Controller II then reset the game.

CPU WINNER
FATS

After entering the code, the tournaments will last for only one round.

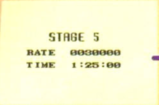
DEADHEAT™
SCRAMBLE

FROM AGENT #209

Track Select

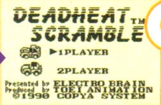
Agent #209 has sent us a trick that will make short work of the early stages of Deadheat Scramble for Game Boy. With this code you can begin the game on any stage that you choose. To enter the code, wait for the cars to stop moving on the Title Screen, press the B Button eight times, A Button eight times, then press the B Button once for each stage you want to skip.

On the Title Screen, press B 8 times, A 8 times, then B to skip tracks.



STAGE 5
RATE 0030000
TIME 1:25:00

On the Title Screen, press the B Button 8 times, then the A Button 8 times.


DEADHEAT SCRAMBLE TM
▶1PLAYER
2PLAYER
Presented by ELECTRO BRAIN
Produced by TOEI ANIMATION
©1990 COPYA SYSTEM

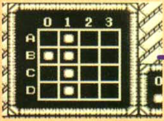
Press the B Button once for each stage you want to skip, up to 9 times.

MEGA MAN III TM

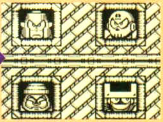
■ FROM AGENT #881

Mega Passwords

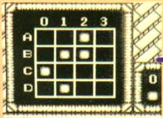
Agent #881 has sent us some awesome passwords to Mega Man III for Game Boy. Although this game is similar to Mega Man III for the NES, all the passwords are completely different. Use these to gain a great head start in your battle against Dr. Wily.



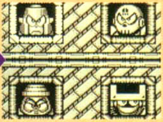
Use this password to blast past the first four bosses and gain all of their weapons.



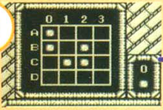
You will need to master all four special weapons to make it through Dr. Wily's Castle.



This password will start you just beyond Dr. Wily's Castle. You have quite a fight ahead.



Dr. Wily has set four more fiendish robots against you. Good luck beating them!



The ultimate password. You can set directly out after Dr. Wily with this one.

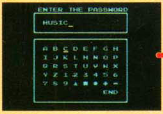
You may have all of the weapons with this password, but the game is still not easy!

FLYING WARRIORS

■ FROM AGENT #735

Special Passwords

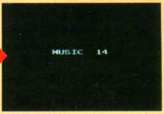
Digging through our "Blast to the Past" files, we found a couple of special passwords you can try out on Flying Warriors for the NES. You can enter the password MUSIC to access the hidden Sound Test. If you enter the password END you can view the ending of the game without playing all the way through it.



ENTER THE PASSWORD
MUSIC_

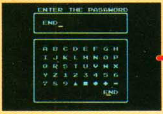
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z 1 2 3 4 5 6
7 8 9
END

Enter MUSIC as your password to access the hidden Sound Test.



MUSIC 14

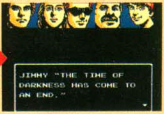
You select any of the 28 sounds by pressing Up/Down, then pressing A to listen to it.



ENTER THE PASSWORD
END_

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z 1 2 3 4 5 6
7 8 9
END

Enter END as your password to see all of the ending credit to the game.



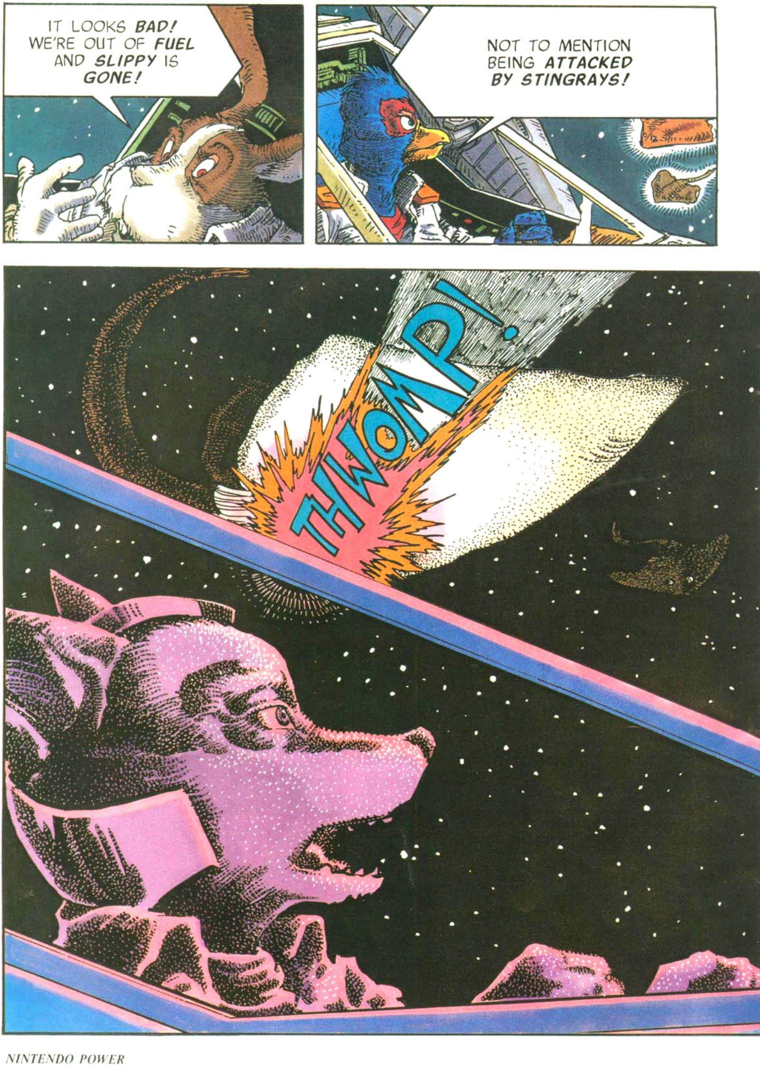
JIMMY "THE TIME OF DARKNESS HAS COME TO AN END."

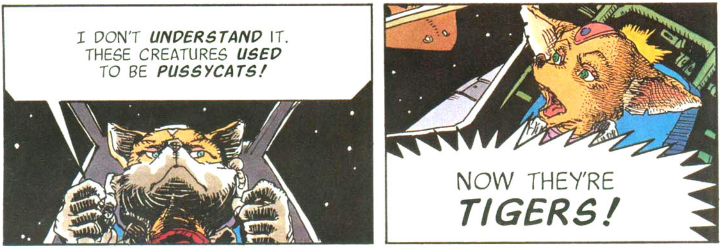
Check out the end of the game without working all the way through the game.

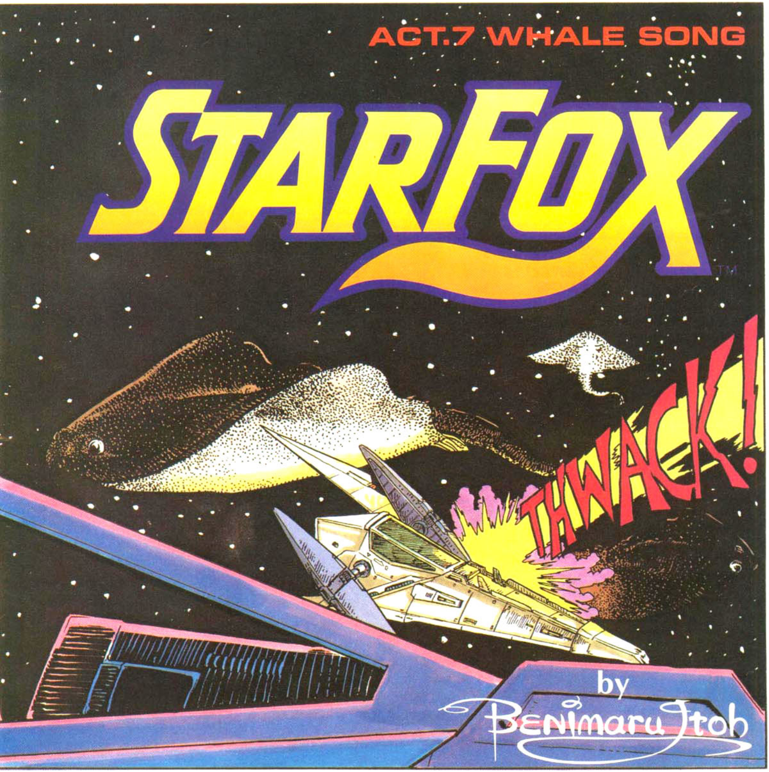
BE A TOP SECRET AGENT

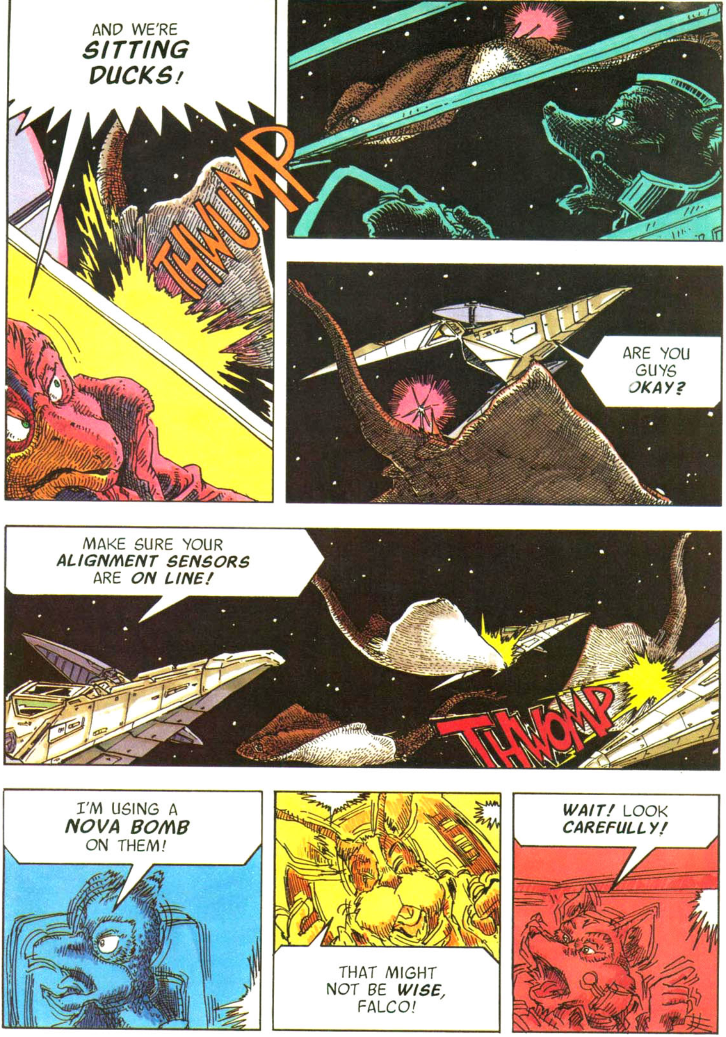
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three digit agent number and be sure to include it with your codes.

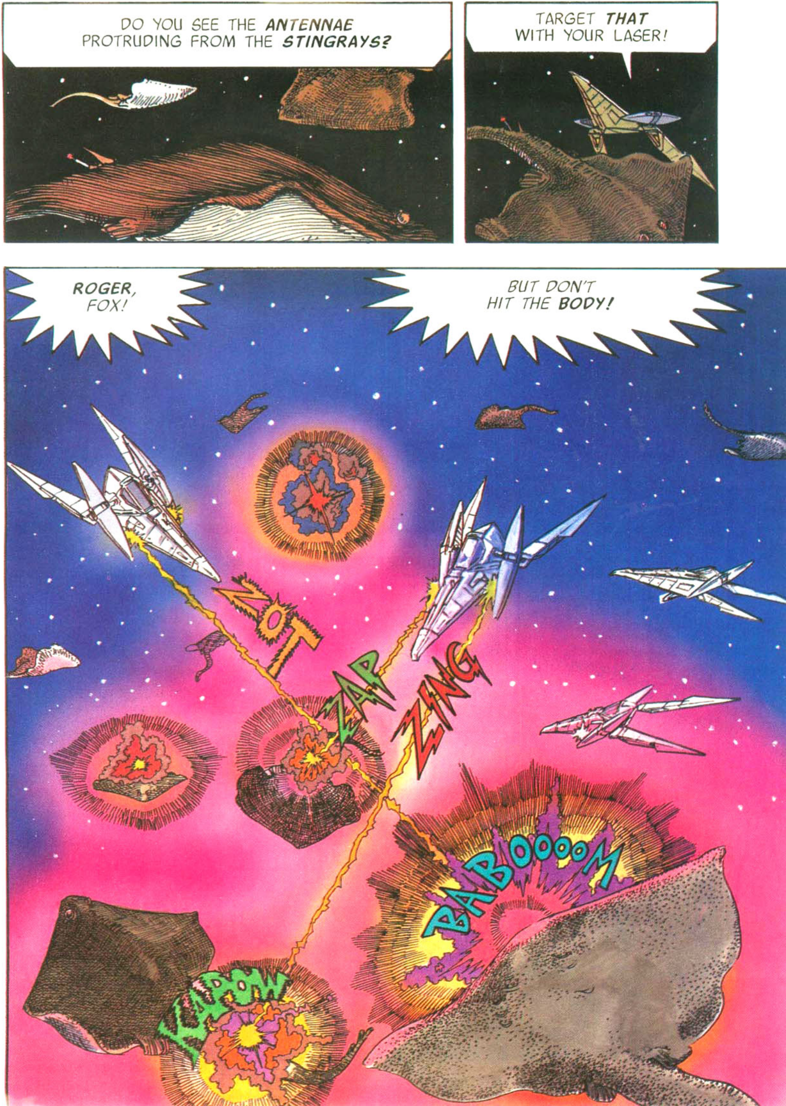
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

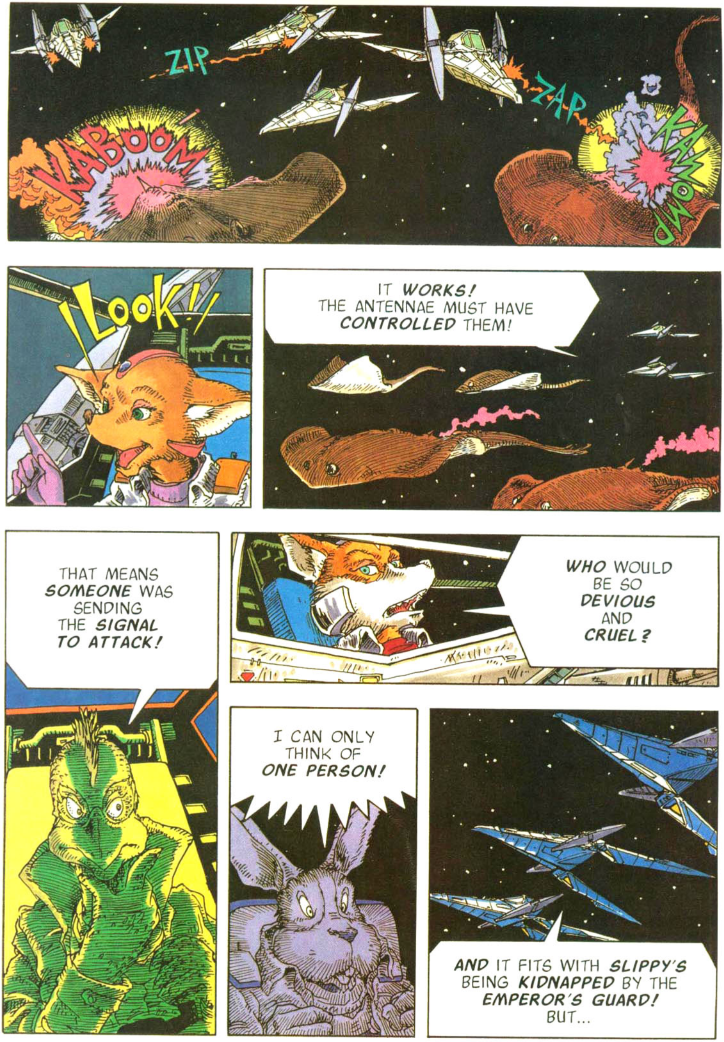

IT LOOKS *BAD!* WE'RE OUT OF *FUEL* AND *SLIPPY* IS *GONE!*
NOT TO MENTION BEING *ATTACKED BY STINGRAYS!*
THWOMP!

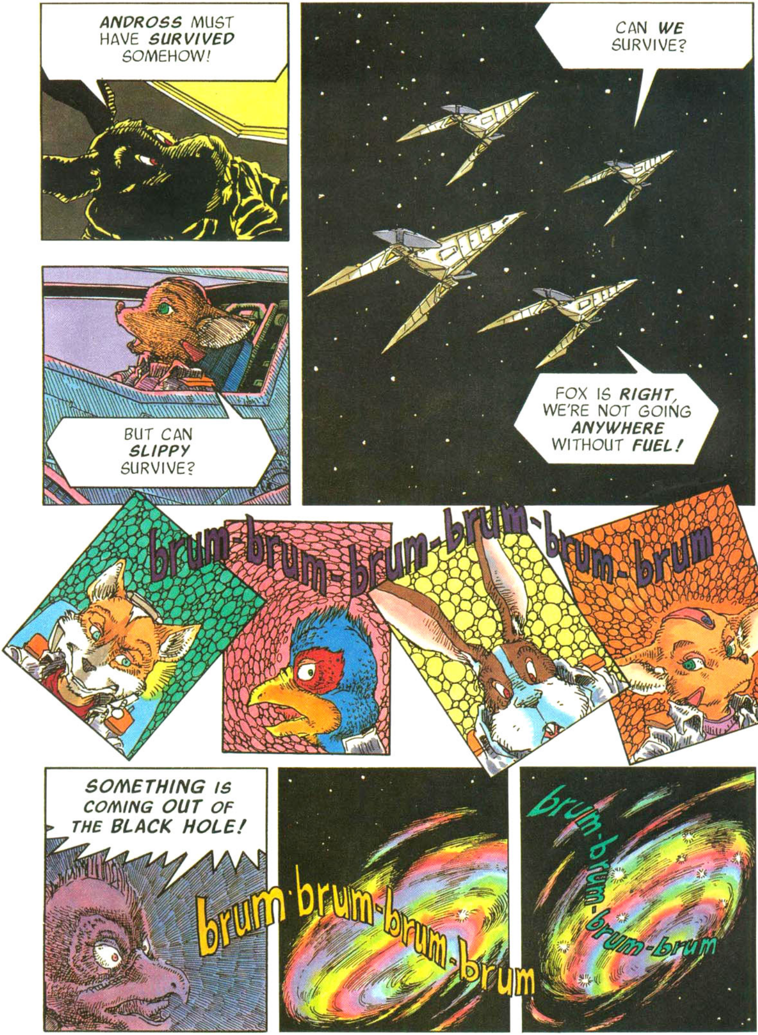

I DON'T **UNDERSTAND** IT. THESE CREATURES **USED** TO BE **PUSSYCATS!**
NOW THEY'RE **TIGERS!**

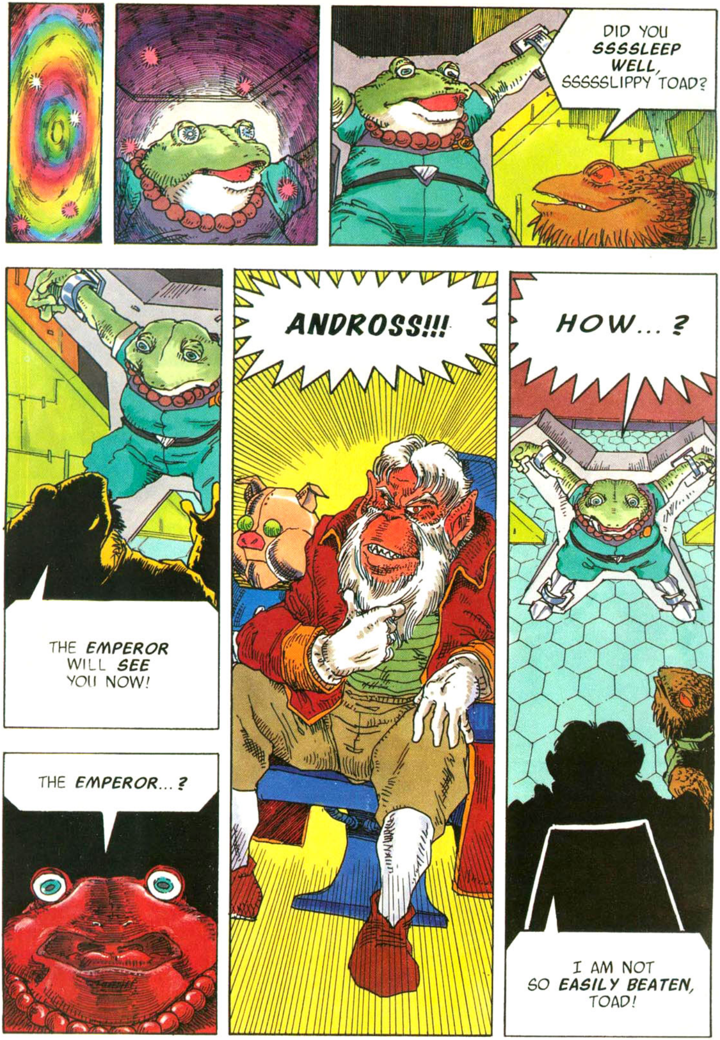

ACT.7 WHALE SONG
STAR FOX™
THWACK!
by
Benimaru Itoh

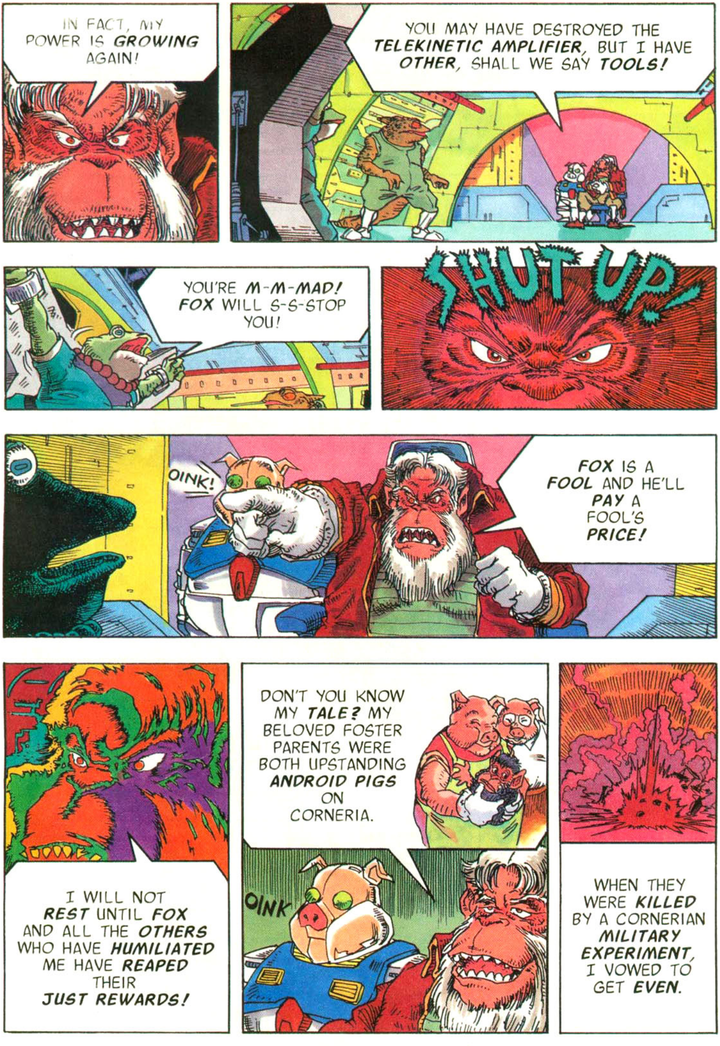

AND WE'RE SITTING DUCKS!
THWUMP
ARE YOU GUYS OKAY?
MAKE SURE YOUR ALIGNMENT SENSORS ARE ON LINE!
THWOMP
I'M USING A NOVA BOMB ON THEM!
THAT MIGHT NOT BE WISE, FALCO!
WAIT! LOOK CAREFULLY!

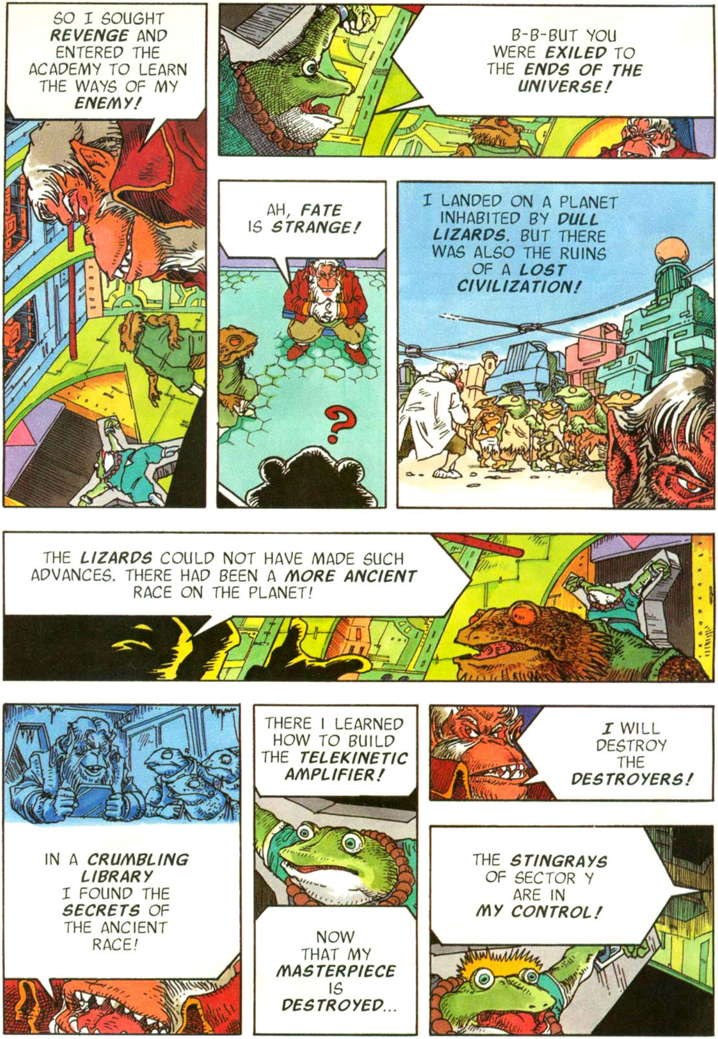

DO YOU SEE THE **ANTENNAE** PROTRUDING FROM THE **STINGRAYS?**
TARGET **THAT** WITH YOUR LASER!
ROGER, FOX!
BUT DON'T HIT THE **BODY!**
ZOT
ZAP
ZING
BABOOOOM
KAPOW

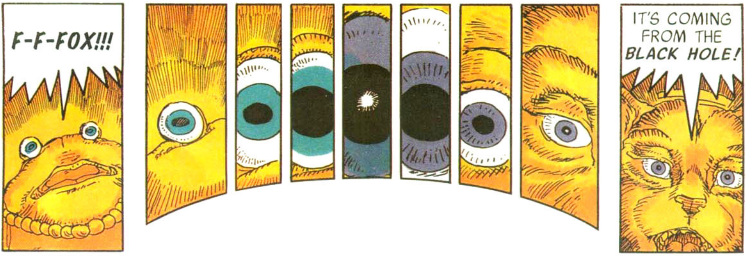

ZIP
KABOOM
ZAP
KAWOMP
LOOK!
IT WORKS! THE ANTENNAE MUST HAVE CONTROLLED THEM!
THAT MEANS SOMEONE WAS SENDING THE SIGNAL TO ATTACK!
WHO WOULD BE SO DEVIOUS AND CRUEL?
I CAN ONLY THINK OF ONE PERSON!
AND IT FITS WITH SLIPPY'S BEING KIDNAPPED BY THE EMPEROR'S GUARD! BUT...

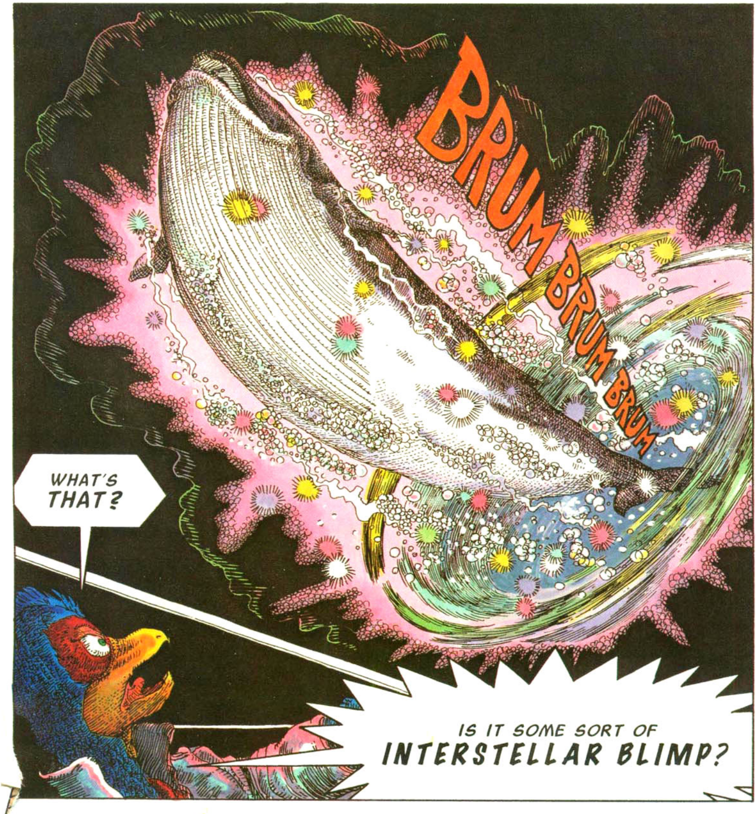

ANDROSS MUST HAVE SURVIVED SOMEHOW!
BUT CAN SLIPPY SURVIVE?
CAN WE SURVIVE?
FOX IS RIGHT, WE'RE NOT GOING ANYWHERE WITHOUT FUEL!
brum-brum-brum-brum-brum-brum
SOMETHING IS COMING OUT OF THE BLACK HOLE!
brum-brum-brum-brum-brum
brum-brum-brum-brum-brum

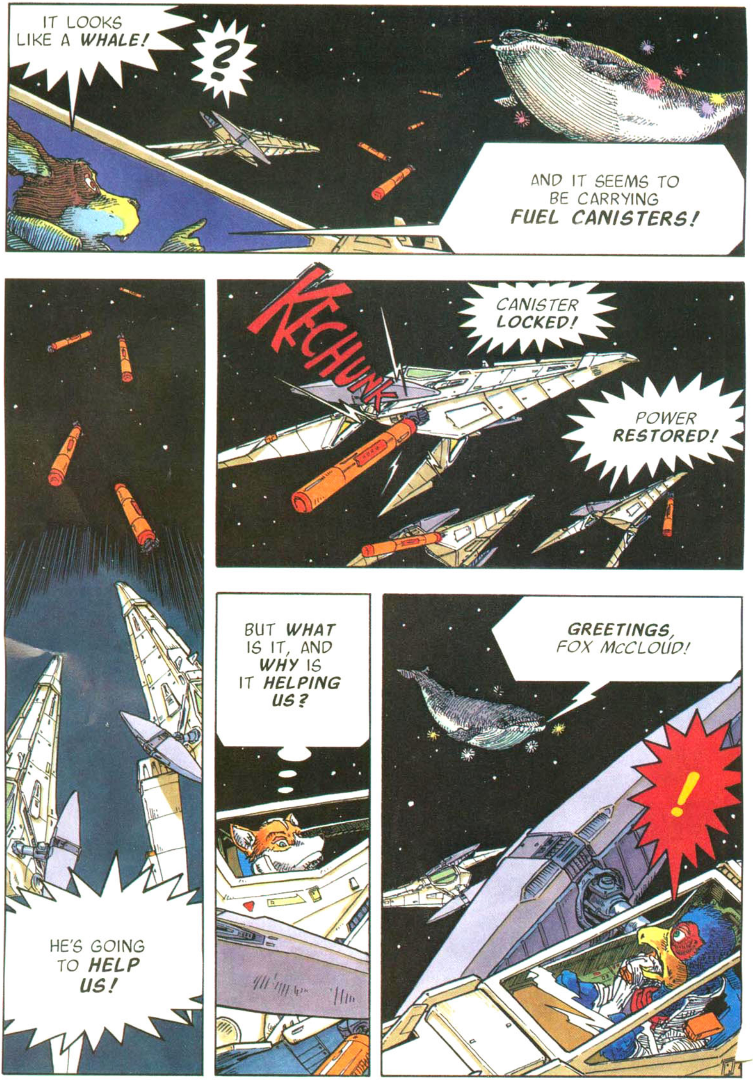

DID YOU SSSSLEEP WELL, SSSSSLIPPY TOAD?
THE EMPEROR WILL SEE YOU NOW!
THE EMPEROR...?
ANDROSS!!!
HOW...?
I AM NOT SO EASILY BEATEN, TOAD!

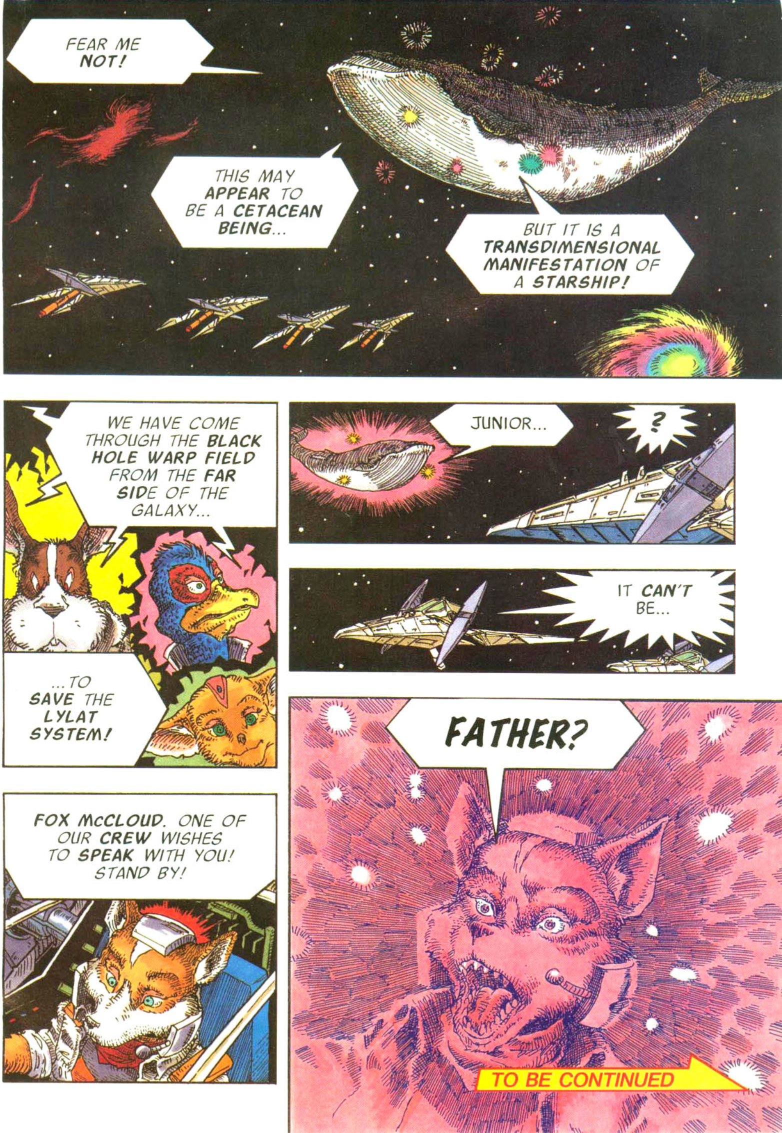

IN FACT, MY POWER IS **GROWING** AGAIN!
YOU MAY HAVE DESTROYED THE **TELEKINETIC AMPLIFIER**, BUT I HAVE **OTHER**, SHALL WE SAY **TOOLS!**
YOU'RE **M-M-MAD! FOX** WILL S-S-STOP YOU!
SHUT UP!
OINK!
FOX IS A **FOOL** AND HE'LL **PAY** A FOOL'S **PRICE!**
I WILL NOT **REST** UNTIL **FOX** AND ALL THE **OTHERS** WHO HAVE **HUMILIATED** ME HAVE **REAPED** THEIR **JUST REWARDS!**
DON'T YOU KNOW MY **TALE?** MY BELOVED FOSTER PARENTS WERE BOTH UPSTANDING **ANDROID PIGS** ON CORNERIA.
OINK
WHEN THEY WERE **KILLED** BY A CORNERIAN **MILITARY EXPERIMENT**, I VOWED TO GET **EVEN.**


SO I SOUGHT **REVENGE** AND ENTERED THE ACADEMY TO LEARN THE WAYS OF MY **ENEMY!**
B-B-BUT YOU WERE **EXILED** TO THE **ENDS OF THE UNIVERSE!**
AH, **FATE** IS **STRANGE!**
?
I LANDED ON A PLANET INHABITED BY **DULL LIZARDS.** BUT THERE WAS ALSO THE RUINS OF A **LOST CIVILIZATION!**
THE **LIZARDS** COULD NOT HAVE MADE SUCH ADVANCES. THERE HAD BEEN A **MORE ANCIENT** RACE ON THE PLANET!
IN A **CRUMBLING LIBRARY** I FOUND THE **SECRETS** OF THE ANCIENT RACE!
THERE I LEARNED HOW TO BUILD THE **TELEKINETIC AMPLIFIER!**
NOW THAT MY **MASTERPIECE** IS **DESTROYED...**
I WILL DESTROY THE **DESTROYERS!**
THE **STINGRAYS** OF SECTOR Y ARE IN **MY CONTROL!**


F-F-FOX!!!
IT'S COMING FROM THE BLACK HOLE!


BRUM BRUM BRUM BRUM
WHAT'S THAT?
IS IT SOME SORT OF INTERSTELLAR BLIMP?


IT LOOKS LIKE A **WHALE!**
?
AND IT SEEMS TO BE CARRYING **FUEL CANISTERS!**
KECHUNK
CANISTER **LOCKED!**
POWER **RESTORED!**
HE'S GOING TO **HELP** **US!**
BUT **WHAT** IS IT, AND **WHY** IS IT **HELPING** **US?**
GREETINGS, FOX McCLOUD!
!


FEAR ME NOT!
THIS MAY APPEAR TO BE A CETACEAN BEING...
BUT IT IS A TRANSDIMENSIONAL MANIFESTATION OF A STARSHIP!
WE HAVE COME THROUGH THE BLACK HOLE WARP FIELD FROM THE FAR SIDE OF THE GALAXY...
...TO SAVE THE LYLAT SYSTEM!
FOX McCLOUD. ONE OF OUR CREW WISHES TO SPEAK WITH YOU! STAND BY!
JUNIOR...
?
IT CAN'T BE...
FATHER?
TO BE CONTINUED

The Name of THE GAME

With hundreds of games for all three Nintendo systems, the video game market can be a confusing place. If a Game Boy title has the same name as an NES game, does that mean they're the same game? Maybe. Maybe not. Is the Super NES game going to be a sequel, or is it the same as the NES game in a Super version? These are the kinds of questions players are asking, so we set out to try to clear things up—and found out that they were even more confusing than we first thought.

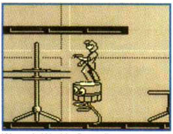
SAME NAME, DIFFERENT GAME

The companies that we often call licensees are software publishers. Some of them, such as Capcom and Virgin Games, usually create their own games using their own development teams. Many others, however, buy games either from other publishers or from the companies that developed them.

Sometimes when a licensee is publishing a game for more than one system, they might have different development companies create the different versions. The developers carefully guard their techniques and, although they sell the publishing rights to their work, they often retain the original copyrights on their ideas and codes. Because the developers are working independently of each other, the games can end up being quite different.

There are a couple of reasons for a licensee to use different developers for the same title. First, some developers specialize in creating games for a single system. Second, if a licensee wants to release a version for each system at the same time, they might want to make the development process move more quickly by having three different companies working at once. T*HQ, for example, often uses different developers for games in the same series. That's why Super NES Wayne's World is completely different from its Game Boy game with same title.

Wayne's World - Super NES


Wayne's World - Game Boy

ADDAMS FAMILY

Sunsoft put Fester's Quest out in 1989, before the hit movie was made. It's completely different from the Ocean games that followed.

Fester's Quest	**Sunsoft**	**'89**
The Addams Family	**Ocean**	**'92**
The Addams Family	**Ocean**	**'92**
The Addams Family	**Ocean**	**'92**
The Addams Family: Pugsley's Scavenger Hunt	**Ocean**	**'93**
The Addams Family: Pugsley's Scavenger Hunt	**Ocean**	**'93**
The Addams Family: Pugsley's Scavenger Hunt	**Ocean**	**'93**

ADVENTURE ISLAND

Adventure Island III for NES is the same as Adventure Island II for Game Boy, and Super Adventure Island is all new.

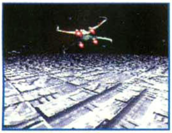
Adventure Island	**Hudson**	**'88**
Adventure Island II:	**Hudson**	**'91**
Adventure Island	**Hudson**	**'92**
Adventure Island III: Aliens in Paradise	**Hudson**	**'92**
Adventure Island II: Aliens in Paradise	**Hudson**	**'93**
Super Adventure Island	**Hudson**	**'92**

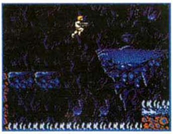
SAME NAME, SAME GAME

Licensees' philosophies about producing games for more than one sysem vary. Konami, for example, hasn't produced the same game twice, so you won't find two games with the same name in their current lineup. Every one of their Castlevania games is unique, whether for NES, Super NES or Game Boy, so even though they have related story lines, every play experience is a new one.

Acclaim, on the other hand, has the goal of producing the best game possible and making it available to all players, regardless of which systems they have. They often produce games of the same title for more than one system, and the games are as alike as can be, given the different systems' capabilities. Their WrestleMania game, for instance, plays the same on Game Boy as it does on the Super NES, albeit with fewer wrestlers. Putting the same game out for more than one system also lets the publisher market the games with one campaign.

Another twist to the name game is that developers sometimes sell rights to their games to different companies for different systems. That's what happened in the case of Star Wars and The Empire Strikes Back. JVC bought the rights to the NES versions of both titles, but Capcom bought rights to the Game Boy versions, so even though the two titles are published by different companies, the games are essentially the same. Both titles for the Super NES, however, were produced by a different developer and are completely different from the NES and Game Boy versions.

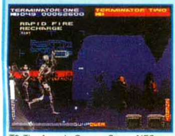

Star Wars - Super NES


Star Wars - NES

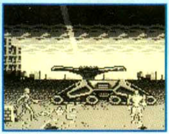
TERMINATOR

Mindscape published the two Terminator games, but LJN picked up the sequels. None of these is based on the same program.

Terminator	**Mindscape**	**'92**
Terminator	**Mindscape**	**'93**
T2: The Arcade Game	**LJN**	**'92**
T2: The Arcade Game	**LJN**	**'93**
T2: Judgment Day	**LJN**	**'92**
T2: Judgment Day	**LJN**	**'93**



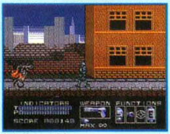
T2: The Arcade Game - Super NES


T2: The Arcade Game - Game Boy

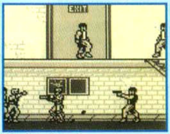
ROBOCOP

Both NES and Game Boy RoboCops were based on the coin-op game, but the NES and Game Boy RoboCop 2 games were adapted from the same computer game.

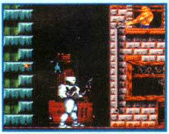
RoboCop	**Data East**	**'89**
RoboCop	**Ocean**	**'90**
RoboCop 2	**Data East**	**'91**
RoboCop 2	**Ocean**	**'91**
RoboCop 3	**Ocean**	**'92**
RoboCop 3	**Ocean**	**'92**

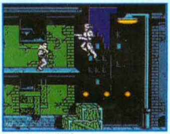


RoboCop - NES



RoboCop - Game Boy


RoboCop 3 - Super NES


RoboCop 3 - NES

STAR WARS

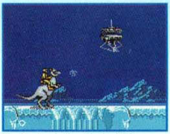
Even though the NES and Game Boy versions are published by different companies, the programs are the same.

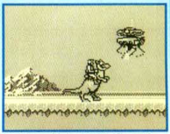
Star Wars	**JVC**	**'91**
Star Wars	**Capcom**	**'92**
Super Star Wars	**JVC**	**'92**

THE EMPIRE STRIKES BACK

Again, JVC's and Capcom's NES and Game Boy games are much alike.

The Empire Strikes Back	**JVC**	**'92**
The Empire Strikes Back	**Capcom**	**'93**
Super Empire Strikes Back	**JVC**	**4th quarter '93**


The Empire Strikes Back - NES


The Empire Strikes Back - Game Boy

AND A CATCH-ALL CATEGORY

To confuse matters further, some games fall into both of the categories described above. Some companies give the same name to a different game for a different system and give a different name to a game that is the same. Take Hudson Soft, for example. They number the titles in their Adventure Island series, but they're numbered differently for Game Boy than they are for the NES. They didn't make a Game Boy version of the first Adventure Island game, but they did convert NES Adventure Island II. Because it was the first Game Boy title, it became Adventure Island [I]. Adventure Island III: Aliens in Paradise moved to Game Boy as Adventure Island II: Aliens in Paradise. And now with the series coming out for the Super NES—Super Adventure Island debuted in 1992—things become even more complicated.

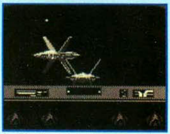
Ocean's Addams Family series is another case in point. The three games called The Addams Family are much alike and share the same story line. The NES and Game Boy versions of Pugsley's Scavenger Hunt aren't like the Super NES game with the same name, though. The NES version is based more on the original Super NES Addams Family, with the same maps but different main character and slightly different story line.

Another case of potential mistaken identity involves Tradewest's Battletoads games. Originally, they produced the NES Battletoads, which they followed with a different game for Game Boy that they also called simply Battletoads. Later, when they converted the NES program for Game Boy, they had to choose a new name because Battletoads for Game Boy was already taken. They ended up calling the game, which is exactly like NES Battletoads, Battletoads in Ragnarok's World. And further, their Super NES game, Battletoads in Battlemaniacs is similar to the first NES game, except that it has some bonus stages not found in the original.

STAR TREK

Three different licensees have published Star Trek games. Konami's games are based on different programs, but Absolute's two titles are much alike. The Super NES version is completely different.

Star Trek	**Konami/Ultra**	**'92**
Star Trek	**Konami/Ultra**	**'92**
Star Trek: The Next Generation	**Absolute**	**'93**
Star Trek: The Next Generation	**Absolute**	**'93**
Star Trek: The Next Generation	**Spectrum Holobyte**	**'93**

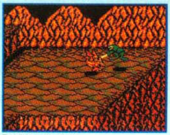

Star Trek: The Next Generation - Game Boy

Star Trek: The Next Generation - SNES

BATTLETOADS

Battletoads in Ragnarok's World is an exact conversion of NES Battletoads, as is much of Battletoads in Battlemaniacs for the Super NES.

Battletoads	**Tradewest**	**'91**
Battletoads	**Tradewest**	**'91**
Battletoads in Ragnarok's World	**Tradewest**	**'93**
Battletoads & Double Dragon: The Ultimate Team	**Tradewest**	**'93**
Battletoads in Battlemaniacs	**Tradewest**	**'93**

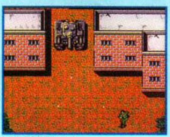

Battletoads - NES

Battletoads in Ragnarok's World - Game Boy

SEQUELS WITH NEW NAMES

Sometimes sequels are given completely new names, so you might not realize that they're related to earlier games.

Metal Gear	**Ultra**	**'88**
Snake's Revenge	**Ultra**	**'90**


Metal Gear - NES

Snake's Revenge - NES

Solstice	**Sony Imagesoft**	**'90**
Altered Space	**Sony Imagesoft**	**'91**
Equinox	**Sony Imagesoft**	**'93**
Ghosts 'N' Goblins	**Capcom**	**'86**
Super Ghouls 'N' Ghosts	**Capcom**	**'91**
Solomon's Key	**Tecmo**	**'87**
Solomon's Club	**Tecmo**	**'91**
Fire 'N' Ice	**Tecmo**	**'93**
Contra	**Konami/Ultra**	**'88**
Super C	**Konami/Ultra**	**'90**
Operation C	**Konami/Ultra**	**'91**
Contra Force	**Konami/Ultra**	**'92**
Contra III: The Alien Wars	**Konami/Ultra**	**'92**

FINAL FANTASY

All of the Final Fantasy titles are different. The Final Fantasy and Final Fantasy Legend games are RPGs, while the Final Fantasy Adventure games are more action-oriented.

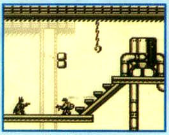
Final Fantasy	**Nintendo**	**'90**
Final Fantasy Legend	**Square**	**'90**
Final Fantasy II	**Square**	**'91**
Final Fantasy Legend II	**Square**	**'91**
Final Fantasy Adventure	**Square**	**'91**
Final Fantasy: Mystic Quest	**Square**	**'92**
Final Fantasy Adventure II	**Square**	4th quarter, **'93**
Final Fantasy Legend III	**Square**	4th quarter, **'93**
Final Fantasy III	**Square**	1st quarter, **'94**

BATMAN

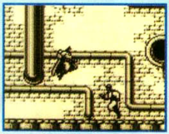
Both Sunsoft and Konami have published Batman games, and each is a different version.

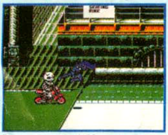
Batman	**Sunsoft**	**'90**
Batman	**Sunsoft**	**'90**
Batman: Return of the Joker	**Sunsoft**	**'91**
Batman: Return of the Joker	**Sunsoft**	**'92**
Batman Returns	**Konami**	**'93**
Batman Returns	**Konami**	**'93**
Batman: The Animated Series	**Konami**	4th quarter, **'93**

Batman - NES


Batman - Game Boy

Batman: Return of the Joker - NES


Batman: Return of the Joker - Game Boy

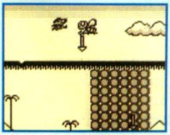

Batman Returns - NES

Batman Returns - Super NES

GAMES WITH "SUPER" IN THEIR NAMES, BUT NOT FOR THE SUPER NES:

The original Super Mario Bros. started something big. At last count there were 60 games that have the word "Super" in their titles, and many of them are NES games, named long before anyone suspected that there might be a Super NES. Companies that used Super to name NES games were faced with a problem when they made versions of the same game for the Super NES. Listed below on the left are NES games named Super that were followed by Super NES titles.

Super C	**Contra III:** The Alien Wars
Super Jeopardy	**Jeopardy!** Featuring Alex Trebek
Super Mario Bros. 1, 2 & 3	**Super Mario All-Stars**
Super Mario Land	**Super Mario World**
Super Mario Land 2: 6 Golden Coins	**Super Mario World**
Super Off Road	**Super Off Road**
Super Off-Road Racing	**Super Off Road**
Tecmo Super Bowl	**Super Tecmo Bowl**
Super Turrican	**Super Turrican**


Super Mario Land - Game Boy

Super Mario World - Super NES

If your brain hurts from trying to keep track of games on the U.S. market, you don't even want to bring the rest of the world into the picture. Those of you who keep an eye on the Japanese market know that names of the games change when they're imported to North America. To name just a few examples, Super Mario Bros. 2 was called Super Mario U.S.A. in Japan, the new Super Mario All-Stars is billed as the Super Mario Collection, and the Dragon Warrior Series is known as Dragon Quest there. And don't forget the blue bomber—he may be Mega Man here, but he's known as Rock Man in Japan.

Even though companies would like to keep the same names for their games for the European market, it's often not possible, either because the trademark for the name isn't available there or because the name would have no meaning or a negative meaning in that culture. For example, that fearsome foursome, T.M.N.T. is T.M.H.T. in Europe, with the "H" standing for Hero. As a result of a trademark problem, you won't find Star Fox in Europe. There it's known as Starwing. And the popular Final Fantasy series is the Mystic Quest series in Europe, which brings up an interesting question: What will Square Soft call its latest title in the series, Final Fantasy: Mystic Quest, when it reaches Europe? Mystic Quest: Mystic Quest?

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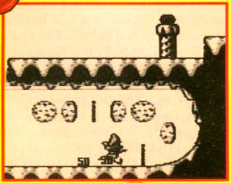
Speedy Gonzales™

The fastest mouse in the world makes his debut on Game Boy, courtesy of Sunsoft. You won't catch Speedy grabbing any siestas, though. The only thing he grabs is cheese! Speedy gets high marks for play control. Even though the South-of-the-border legend moves along at a high rate of speed, he is still very easy to control.

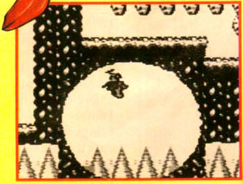
JUST SAY "QUESO"

In most side-scrolling action games, you just go to the right. Not here. Each stage provides an element of surprise! Speedy oftentimes has to scramble back to the left to touch a Question Mark sign. Doing so opens up a passageway that may have previously been blocked. We aren't showing complete maps in this review, but we'll give tips on some of the more difficult areas. Enemies aren't abundant in the game. Don't get us wrong—there are enemies, but the majority of the time is spent speeding along jumping from ledge to ledge and from rooftop to rooftop. Speedy doesn't have any weapons. Just quick feet. In a way, it's a sort of puzzle game because you have to figure out how to make certain passageways accessible. The only times that Speedy will want to come into contact with enemies are when he meets the boss characters at the end of each stage.

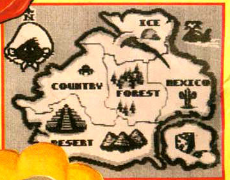
HOT FEET



DEFY GRAVITY

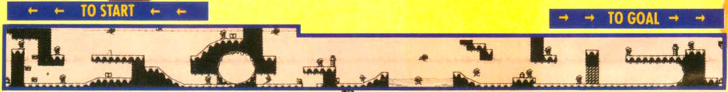


WORLD MAP



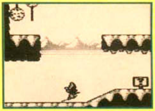
ICE ZONE

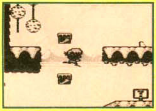
The ground in the Ice Zone is apparently not your regular, everyday ice. It's not slippery. Speedy can get good traction on it. Watch out for the moving saw blade on the horizontal platform just before the loop. Speedy's fast, but not very strong. If he takes one hit—hasta la vista, bebe!



QUESTION MARKS

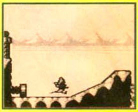
One of the basic rules of the game: If you see a Question Mark sign, make sure that Speedy touches it. In this example, touching the sign makes two platforms appear. Speedy wouldn't be able to get up through the opening if the platforms weren't there for him to jump on.





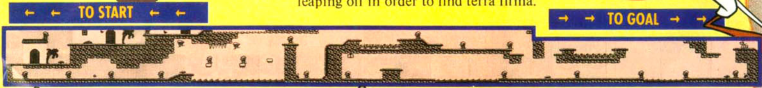
GET A BOOST!

Speedy takes off like a rocket when he touches one of these plungers. To use them correctly, as soon as Speedy hits one, immediately press the Control Pad in the opposite direction. He'll be able to clear some mighty wide gaps. In other words, make Speedy sprint in the direction that he is pushed. If you don't, he'll slow down and stop.



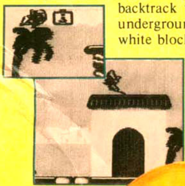
MEXICO ZONE

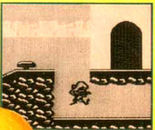
On most maps, Mexico is in the southern region of the continent. Not here. Speedy heads *east* to the Mexico Zone and to surroundings more familiar. There are horizontally- and vertically-moving platforms here that Speedy will have to ride on. Press Down before leaping off in order to find terra firma.



BACKTRACKIN'

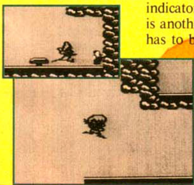
Here's a prime example of having to backtrack in order to continue onward. In the second section of the stage, Speedy will have to scale the rooftops to find and touch a Question Mark sign and then backtrack to find an opening to an underground tunnel. Stand on the white blocks to crumble them.

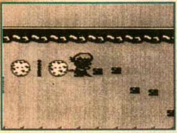




BUMP & JUMP

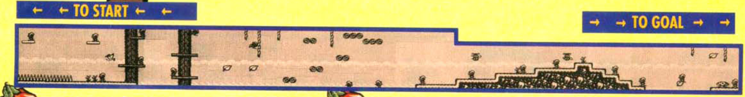
If Speedy bumps into this plunger, it will propel him backwards. Press Left to make him sprint in that direction and then jump the two wide gaps to reach the Question Mark sign near the middle of this map. Use the cheese as an indicator of when to jump the gaps. This is another good example of how Speedy has to backtrack to continue onward.





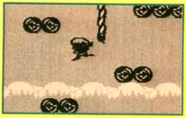
FOREST ZONE

A couple of annoying birds that fly up and down will give Speedy the most trouble in the Forest Zone. He'll either have to quickly go under them or jump over the top of the winged predators. Speedy knows that they're hungry and he knows what they like to eat. . . . mice! There are some pesky bees to contend with, too.



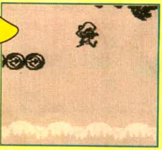
BARREL JUMPIN'

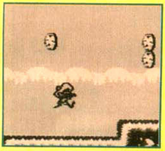
If Speedy just stands still on the rotating barrels, he'll be whisked away in the direction that the arrows on the barrels point to. To avoid this potential problem, hold down the A Button to make Speedy jump while he is traversing the barrels.



ONE BLIND MOUSE

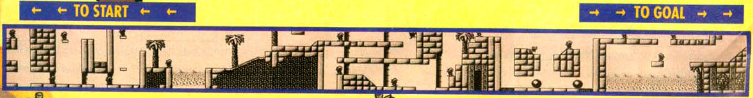
See how he runs, see how he runs. There is a large gap that Speedy will have to jump in order to reach solid ground. It's a blind jump, but don't be scared. Leap off the end of the last group of three barrels and keep pressing Right. Speedy should land safely and will be on his way again.





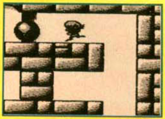
DESERT ZONE

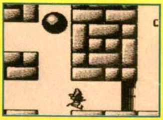
The difficulty level of the Desert Zone is greater than the earlier stages. The terrain gets to be more maze-like here. It's almost as if Speedy is exploring some Mayan ruins. There are several traps that Speedy can spring upon himself, ala Indiana Jones's initial cave venture in Raiders of the Lost Ark. This stage is a lot of fun and has a mix of action and puzzle elements.



INDIANA GONZALES?

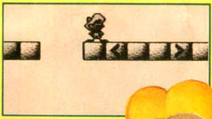
If Speedy toes one of the blocks that looks like it has a tile on top of it, it will trigger a giant ball to drop down and roll toward our small vermin friend. To avoid being squashed, sprint to a location that the ball won't roll to. They're really not difficult to avoid.

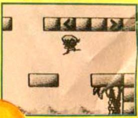




MOVABLE PLATFORM

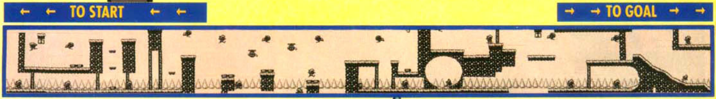
Stand on the blocks that have the arrows on them to make a platform appear and move to the left. When it's properly placed, Speedy can use it to grab some cheese and then use it to continue to the right. Experiment with arrow blocks because this won't be the last time you'll encounter this potentially tricky situation.





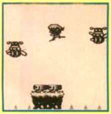
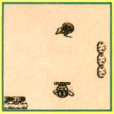
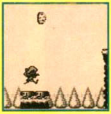
COUNTRY ZONE

Speedy heads out to the country! Maybe he'll breathe in the fresh air, enjoy the sights, stop to smell a flower or two. Heck with that! He just wants to make it to the end. Going through *this* particular section of country isn't an enjoyable experience.



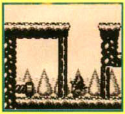
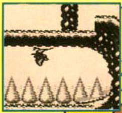
KILLER BEES!

How many times can we say "timing is everything?" Plenty. Take heed, brave gamers because this, one of the most over-worked phrases in the gaming world, really applies in this area. Killer Bees have been positioned, presumably by King Rat, in an effort to delay Speedy's quest to unseat the huge rodent.

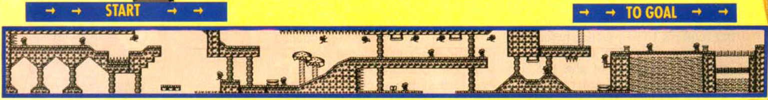
ROLLER COASTER RIDE

To make it up and around the curve that lies just to the right of the gap, Speedy needs help. Bounce off of the plunger and sprint to the right. After he makes the loop (*arriba!*), jump over the gap. Speedy will defy the laws of physics and will end up standing on the middle ledge near the end of the map.

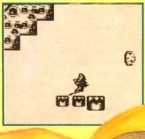
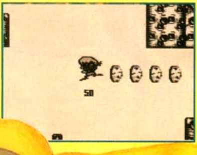
CHEESE ISLAND

King Rat's territory is Speedy's last challenge. And what a challenge it is! There are traps everywhere in each of the three sections of Cheese Island. Watch your step because you may end up getting squashed or worse. Well, check that, there's nothing worse than getting squashed!



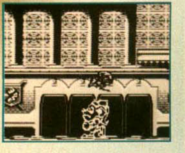
CRUMBLIN' LEDGES

Speedy won't be able to stand on this type of ledge for very long. As soon as he steps on one, it quickly melts away into nothingness. This particular ledge is tricky because it takes a precise jump to clear the flames to the right of it. Drop straight down from the upper ledge and then run and jump to clear the flames.

KING RAT

There it is! King Rat's castle! King Rat has four henchmen (henchrats?) who will enter the playfield from darkened doorways. Jump on the head of each rat four times. With the fourth hit, the rat will disappear and the next will appear until finally, the ultra-quick King Rat shows up to duke it out with Speedy.



STAR TREK® THE NEXT GENERATION™

Space, the final frontier. These are the voyages of the Starship Enterprise. . . . **and you are in command. You and your crew must explore the far reaches of space in order to maintain peace throughout the Federation. Do you have what it takes? Come aboard and find out!**

© 1993 Absolute Entertainment, Inc.
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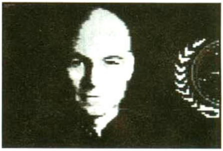
Command the Enterprise

Star Trek–The Next Generation, by Absolute, brings the adventure of the popular series to Game Boy. The game is set up in a simulation format that requires some practice before it becomes comfortable to use. You command the crew of the U.S.S. Enterprise and must order characters from the television show to fulfill their normal duties. Each mission will require you to use all of your crew's various skills. With many different missions to complete, this game has long lasting appeal for Star Trek fans.

The photo images of the different characters are very well reproduced and the other graphics are good as well. The controller functions can be awkward at times, especially when you are in combat, but this can be overcome with a little practice. Overall, this game offers a taste of the Star Trek series that Trekkies will love.



You hear from the Captain only before and after a mission. Hope that his message is good.

Lieutenant
Worf

Lieutenant Worf is the tactical officer on board the ship. He will raise or lower the shields and arm the ship's weapons systems on your command. He will also report back to you if any of these systems are damaged or about to fail.

Lieutenant Commander
Data

Lieutenant Commander Data is in charge of the operations control of the ship. He is responsible for setting your course and warp factor, checking the sensors, and setting your orbit around a planet. He also warns you of enemy attacks.

Lieutenant Commander
Geordi La Forge

Lieutenant Commander La Forge is in charge of the engineering systems. His duties include maintaining ship systems, as well as tracking and repairing ship damage. Remember, you can have Geordi boost the systems you need most.

Chief
Miles O'Brien

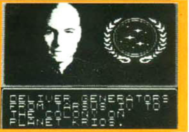
Chief O'Brien controls the transporter systems. He can use the transporter to beam up objects from ships and deliver goods to troubled planets. O'Brien also uses the transporter to lock onto alien intruders and destroy them.

Commander
William Riker

Commander Riker is the first officer of the U.S.S. Enterprise. He is the officer to see if you can't remember what your mission is. You can ask him to review your orders, as well as check the time remaining in your mission.

PROTOTYPE MISSION

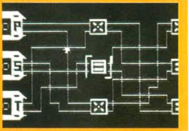
1



DELIVER GENERATORS FROM TARSUS III TO THE COLONY ON PLANET KRIOS.

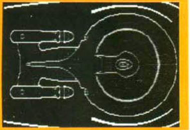
When Captain Picard explains your mission, take notice of the type of mission it is. That way you can better prepare your ship for the coming events.

2



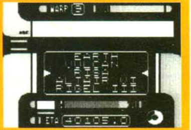
Lieutenant Commander La Forge can boost the abilities of different areas of the ship. Boost the shields or the phasers before you go into battle.

3



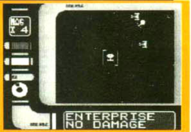
Before you warp to a hostile sector, make sure that your ship is completely ready. Have Lieutenant Worf raise the shields and arm the weapon systems.

4



Have Lieutenant Commander Data set your course to the troubled planet. Remember, the higher warp you select, the faster you will get to your destination.

5



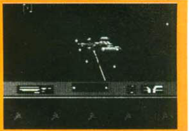
ENTERPRISE
NO DAMAGE

As soon as you arrive in the hostile sector, Data should check the sensors for enemy ships. Note the direction and the number of enemy ships in the area.

Stardate 40051.2–**(1)** After completing a routine research mission in the Vulcan Sector, we receive word that a lethal virus is threatening the colonists on the planet Krios. It is also rumored that renegade Klingons may be in the area. We must ready ourselves for the worst. **(2)** Realizing that we may be heading into a combat situation, I have asked Lieutenant Commander La Forge to boost the phasers for additional attack power. Even though this takes time, we will be able to deal with enemy ships quickly. **(3)** Lieutenant Worf raises the shields prior to the warp to Krios, so we will be ready for any attacks. **(4)** The course to the planet is set by Lieutenant Commander Data and we travel at Warp Factor 9 to shorten the estimated time of arrival. **(5)** Checking the sensors on arrival, we locate two Klingon Birds of Prey off of the starboard bow. **(6)** Circling around, we find the Klingons in our sights and open fire with full phasers. After a short battle, the Klingon threat is diminished, and La Forge reports that there is little damage to the Enterprise.

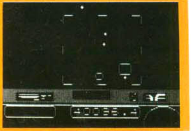
Our priorities now turn towards the colonists on the planet. **(7)** After reaching our destination on impulse drive, Lieutenant Commander Data attempts to set the ship in orbit around the planet. This requires strong piloting skills, for we must maneuver the ship through the center of all 13 orbit windows to establish a strong orbit. **(8)** With the planet below us, we are ready to transport the colonists to the ship. Lieutenant Worf lowers the shields before the attempt is made. **(9)** Chief O'Brien searches the planet for the colonists and attempts to lock on to the target. When O'Brien finds a strong lock, he powers-up the transporter, bringing the colonists on board, one at a time. La Forge's boost to the transporter speeds up Chief O'Brien's job, making it easier to save the colonists. **(10)** With all of the colonists safely on board the ship, we return to Earth and await our next mission.

6



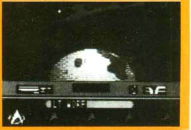
When you get the enemy ship in your sights, blast it with all you've got. Phasers make targets easier to hit but do less damage than the photon torpedoes.

7



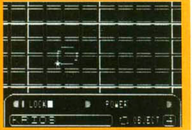
You must establish an orbit before you can transport to a planet. Direct the ship through the center of the square rings to strengthen your orbit.

8



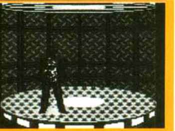
Once you are set in orbit around the planet, it is safe to use the transporter. Remember, you must lower your shields before the transporter will work.

9



Chief O'Brien must establish a strong lock on his target before he can transport it to the ship. Having Geordi boost the transporter will make this easier.

10



After safely collecting all of the scientists from the planet below, your mission is a success. It's time to head back to Earth and await your next mission.

4-IN-1 FUNPAK™ VOLUME II

The second edition of the popular 4-in-1 Funpak brings four more classic games to Game Boy. All four of these games normally require a little elbow room to play, but with a Game Boy you can take them anywhere. Although the play control can be difficult at first, the games themselves are fun to play. Challenge the computer, or Link-up two Game Boys and play against a friend. Either way, this is the perfect companion for long road trips.

4in1
FUNPAK: VOL. II

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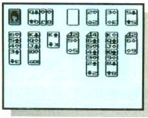
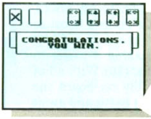
1

GOING SOLO

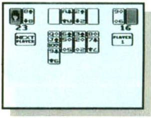
The classic game of solitaire can be played several different ways by adjusting the various options. At the beginning of a game, you can select Vegas or Standard Rules. In Vegas Rules you can only deal through the deck three times, while in Standard Rules you have unlimited dealing. The 2-player version of solitaire is an entirely different game, in which you try to empty your stack of cards before your opponent empties his or hers.





CONGRATULATIONS. YOU WIN.

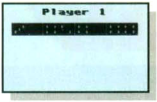
You can choose the rules and number of cards you flip with each turn.



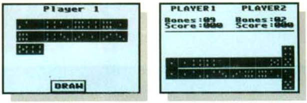
Check out the 2-player game.

DOMINO EFFECT

Now you can play dominoes without clearing a table to play on. As you lay a domino on the board, the screen redraws to show both of the open plays. This may be confusing the first couple of times that you play, but it makes the game move quickly. The scoring option in this game can be set at 50 or 100 points. You score points by playing all of your dominoes before your opponent does.



Empty your hand to score points.

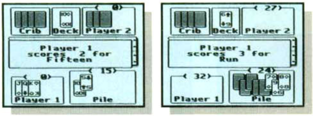

Player 1
DRAW
PLAYER1
PLAYER2

Bones :09 Score :000
Bones :02 Score :000

Press the B Button to switch between your hand and the board.

PEG OUT

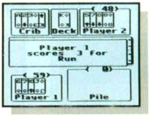
All the elements of the card game cribbage can be found in this video version of the game. Cribbage can be confusing to the novice player, but experienced players will take to this game quickly. Although the play control of this game can be awkward at times, it does offer a good game of cribbage. You can play against the computer or you can Link-up and play against a friend.


Crib
Deck
Player 2
Player 1
Pile

Player 1 scores 2 for Fifteen

Player 1 scores 3 for Run

To score big, look for straights or combinations that equal 15.

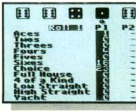

Crib
Deck
Player 2
Player 1
Pile

Player 1 scores 3 for Run

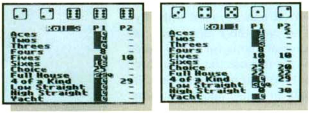
Play the crib when you deal.

ROLL THE BONES

Yacht is a dice game in which you get three rolls to try to make different scoring combinations. With each turn you must fill one of the scoring categories or you will score a zero. After all the categories have been filled, the high score wins. You can play this game against an opponent or practice playing with a 1-player game. When you are playing, don't forget to highlight the dice you want to roll again.


ROLLS
P1
P2
Aces
Twos
Threes
Fours
Fives
Sixes
Choice
Full House
4 of a Kind
Low Straight
High Straight
Yacht

Try to roll the high and low straights early in the game to score more points.


ROLLS
P1
P2
Aces
Twos
Threes
Fours
Fives
Sixes
Choice
Full House
4 of a Kind
Low Straight
High Straight
Yacht

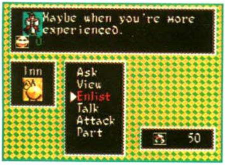
COUNSELORS' CORNER!

ININDO: WAY OF THE NINJA

HOW DO I GET PEOPLE TO JOIN ME?

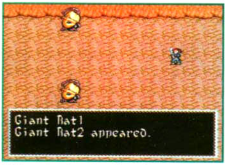
Bruce Long

There are more than 100 people in the game who can join you, but they will do so only if you raise their levels of Trust in you. You must build your Experience Level to at least 7 before anyone will Trust you, and one good strategy is to raise your Experience to about Level 10 while you're in the first cave. Time does not pass while you're in caves, so when you emerge with Experience, only one day will have passed and you will have enough Experience to get people in the first areas you travel to, Totomi or Mt. Fuji, to join you. Talk to them to build their Trust in you, then see if they'll join your party.



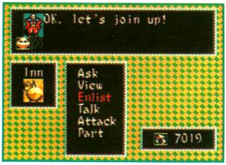
Maybe when you're more experienced.

The numbers that appear in the upper left when you talk to people show their levels of Trust.



Giant Rat1
Giant Rat2 appeared.

Build your Experience Level in the first cave. Time stands still while you're in there.

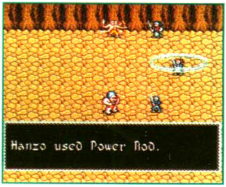


OK, let's join up!

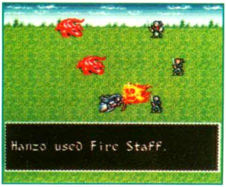
When your Experience Level reaches 7 or higher, you can talk people into joining you.

? HOW DO I USE THE POWER ROD AND FIRE STAFF? ?

Although you cannot Equip them, the Power Rod and Fire Staff are useful items that can be used in battle. The Fire Staff, which can be used only by Wizards to cast the Fiero spell, is sold in several shops for 1,680 gold pieces. Sages can use the Power Rod to restore Health to party members. It is sold only in Settsu and Yamashiro Castles.



Hanzo used Power Rod.



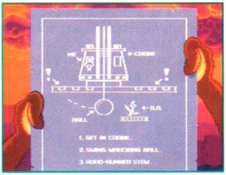
Hanzo used Fire Staff.

ROAD RUNNER'S DEATH VALLEY RALLY

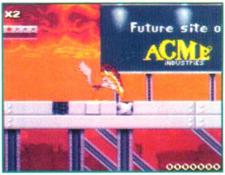
HOW DO I TOPPLE THE CRANE AT THE END OF LEVEL 2?

Mike Rasciner

If you take a look at his blueprints, you'll see that the six squares under the crane are vulnerable to pecking, but standing next to them is dangerous. You have to keep moving so the Coyote won't drop the wrecking ball on you or run you down with the crane. Jump up and get a few hits in while the crane moves away from you, then quickly drop down and run to the opposite side to peck there. It takes four pecks per square to get rid of them.



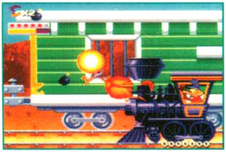
Wile E. Coyote's blueprints show the six squares that you'll need to peck four times.



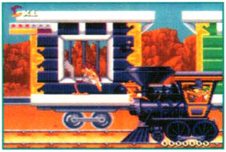
Jump up to the crane's platform and peck at the squares as the crane moves away.

HOW DO I DERAIL THE COYOTE IN LEVEL 3?

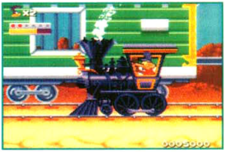
The Coyote is at the controls at the end of Level 3, and he's tossing out bombs every time he drives by in the Steam Engine. The first series of bombs explodes quickly, but the second set bounces to a stop without exploding. Don't let the falling bombs hit you. Wait until the Coyote comes back and peck the bombs into the engine's smokestack, then run for the other end of the train to avoid the next barrage of exploding bombs. It takes eight bombs to make the engine blow its stack.



When he makes his first pass, the Coyote throws out a barrage of exploding bombs.



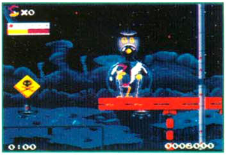
Peck the bombs that land beside you into the engine's smokestack when it returns.



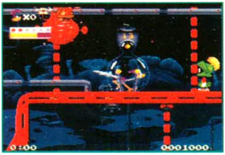
It will be the end of the line for Wile E. when you land eight bombs in the smokestack.

HOW DO I MAKE IT THROUGH 5-B?

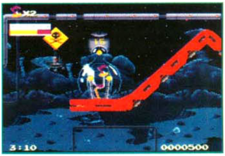
The transporters in 5-B make traveling fast, but they also make it difficult for you to find your way around. Use them in the following order to reach the goal. Go from 1 to 1, 2 to 2, 3 to 3, 4 to 4, 7 to 7, 8 to 8, 9 to 9, 11 to 11, 14 to 14, 15 to 15, 16 to 16, 17 to 17, 18 to 18, and from there up to the exit on the ledge above. Most of the connections are easy to make because the pairs of transporters are pretty close together, but you'll have to go a few screens to the right from 11 to find 14.



From transporter 8, run to the right, jump to the ledge above and run left to transporter 9.



Jump to the ledge below 11 and run over the dips to the right until you see transporter 14.



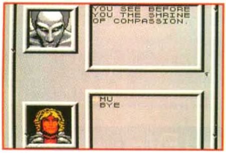
Run to the right from 15 and go straight up the wall. The ledge with 16 is on the left above.

ULTIMA V: WARRIORS OF DESTINY

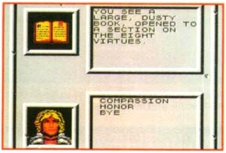
HOW DO I RAISE THE EXPERIENCE LEVELS OF MY PARTY MEMBERS?

Jim Gentle

You can't raise the experience levels of the other characters in your party, but you can raise their stats by visiting Shrines. There are eight Shrines in the game. Once you've learned a mantra, travel to the appropriate Shrine, meditate ("speak" to the altar in the center), then go to the Shrine of Codex to learn about the corresponding virtue. When you return to the Shrine and repeat what you learned, your party members' Strength, Dexterity and Intelligence will be increased.

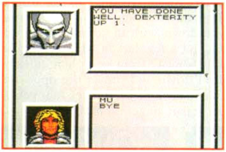

YOU SEE BEFORE YOU THE SHRINE OF COMPASSION.

Meditate by saying the mantra you learned to the altar in the center of the Shrine.


YOU SEE A LARGE, DUSTY BOOK, OPENED TO A SECTION ON THE EIGHT VIRTUES.

COMPASSION
HONOR
BYE

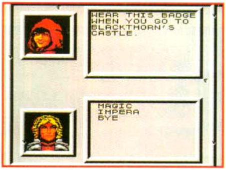
After meditating, return to the Shrine of Codex to learn about the corresponding virtue.


YOU HAVE DONE WELL. DEXTERITY UP 1.

Return to the Shrine to have your members' Strength, Dexterity and Intelligence increased.

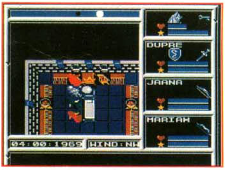
HOW DO I FIND LORD BRITISH'S CROWN?

You must have the Black Badge in order to enter the room where the Crown is being kept in Blackthorn's Castle. To get the badge, you must travel to the town of New Magincia and talk to Elestaria. If you tell her the Oppression Password, which you will receive from Flain in Skara Brae, she will give you the Black Badge. If you wear the badge into the castle, Lord Blackthorn will let you into the room with the Crown.


WEAR THIS BADGE WHEN YOU GO TO BLACKTHORN'S CASTLE.

MAGIC
IMPERA
BYE

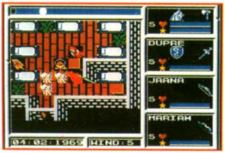
If you know the Oppression Password, Elestaria will give you the Black Badge.


DUPRE
JAANA
MARIAH
04:00:1969
WIND:NW

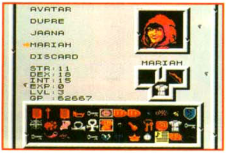
If you wear the badge into Blackthorn Castle, the Lord will let you recover the Crown.

CAN I BRING A GHOST BACK TO LIFE?

As long as you haven't asked the Ghost to leave your party, you can bring it back to life using one of three methods of restoration. You can have the character's health restored by visiting a Healer, have the deceased character use a Gold Scroll on himself or herself, or have another party member cast a resurrect spell on the Ghost. If, however, you have already asked the Ghost to leave your party, it's too late. You've lost that character for good. Think twice before asking Ghosts to leave.

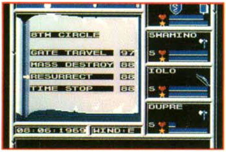

S
DUPRE
S
JAANA
S
MARIAH
S
04:02:1969
WIND:S

To restore a Ghost's health, go to a healer...


AVATAR
DUPRE
JAANA
MARIAH
DISCARD
MARIAH

STR:11
DEX:18
INT:15
EXP:0
LVL:3
GP :62667

...or have the Ghost use a Gold Scroll...


8TH CIRCLE
GATE TRAVEL 97
MASS DESTROY 88
RESURRECT 88
TIME STOP 88
SHAMINO
S
IOLO
S
DUPRE
S
08:06:1969
WIND:E

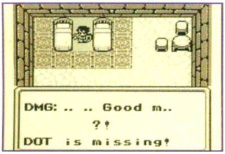
...or have another character resurrect it.

FINAL FANTASY ADVENTURE

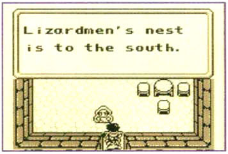
WHERE IS THE LIZARDMEN'S NEST?

Mike Caldwell

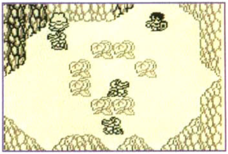
You won't be able to find the Lizardmen's Nest until you spend the night at Kett's Rooms, which are in the swamp area. During the night, the Girl will disappear. The next day, two men will tell you about a Mirror that you'll need in order to save the Girl. The Mirror is in the Marsh Cave, but you can't enter it until you retrieve the Bronze Key from the Lizardmen's Nest, which is south of the cave. When you leave Kett's Rooms and travel south of the Marsh Cave, you'll now find the nest. Fight the Lizardmen, one-by-one, to earn the key.


DMG: .. .. Good m..
?!
DOT is missing!

When you spend the night at Kett's Rooms, the Girl will be kidnapped.


Lizardmen's nest
is to the south.

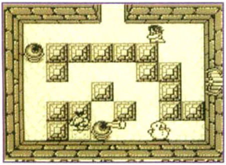
Two men will tell you that the Lizardmen's Nest is south of the Marsh Cave.



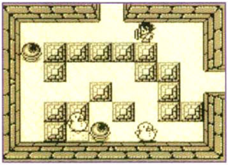
When you defeat the Lizardmen, you'll get the Bronze Key that opens the Marsh Cave.

IN THE TEMPLE OF MANA, HOW DO YOU OPEN THE DOOR IN THE ROOM WITH TWO CRYSTAL ORBS?

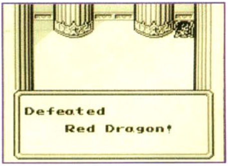
To open the door in the room with the two Crystal Orbs, use your Ice Magic. Cast the spell and guide your magic so that it strikes an enemy while it's standing on the switch. This will instantly freeze the enemy on the switch, automatically activating it. When the switch trips, it opens the door on the right. Exit through the door and climb the stairs up to your encounter with the Red Dragon.



Use your Ice Magic to freeze an enemy while it's standing on the central switch.

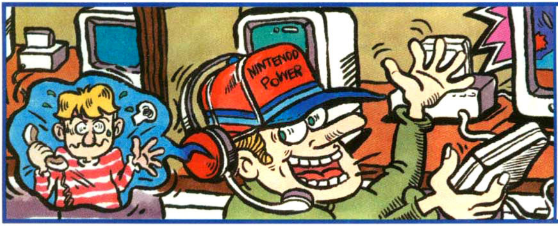


When the enemy becomes a snowman, it will activate the switch that opens the door.


Defeated
Red Dragon!

Now you can exit through the door on the right and climb the stairs to meet the Red Dragon.

TAP THE POWERLINE FOR POINTERS FROM THE PROS



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

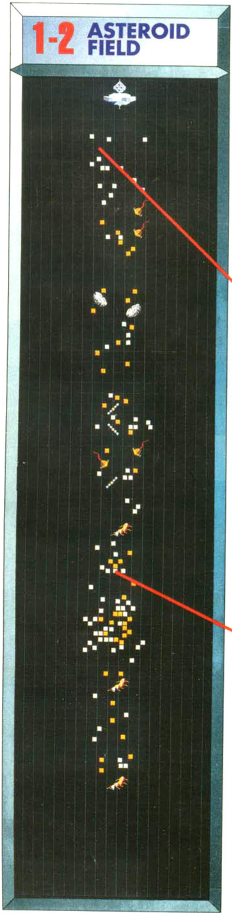
CALL:

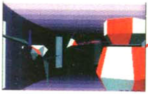
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 5:00 p.m. Pacific time.

COUNSELORS' CORNER EXTRA! STAR

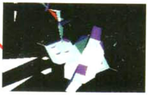
Both Stage 1-2 and 1-3 are space scenes, so you have your choice of cockpit or exterior views. You should use whichever is comfortable for you, but it is a little easier to dodge obstacles in the Approach or Standard Views.

1-2 ASTEROID FIELD

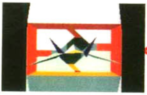




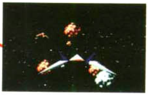
STAGE 1-3: To destroy the Atomic Core, shoot the three electrodes that orbit it. When the core opens, shoot the center to destroy it. Roll to avoid the Plasma Balls.



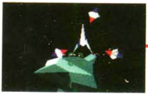
STAGE 1-2: Near the end of this stage, many enemies fire Plasma Balls. Roll while constantly firing at the Rock Crusher's laser cannons to destroy them quickly.



STAGE 1-3: You cannot advance through this stage without destroying these two space battleships. To do this, enter the tunnel and blow up their power cores.

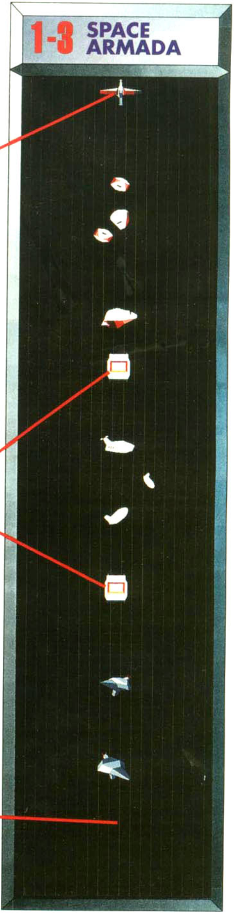


STAGE 1-2: At this point in the stage, you will see a triangular formation of asteroids. Fly through the triangle to discover and retrieve a Twin Blaster Power-Up.



STAGE 1-3: Near the beginning of this stage, use your retros to slow down so you can shoot the three diamonds. A 1-Up ship will appear if you hit them all.

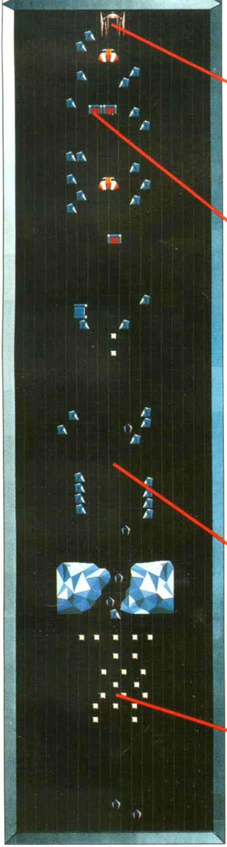
1-3 SPACE ARMADA

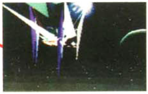


FOX STAGE MAPS

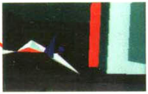
The going gets rough in these two stages. On the Meteor, use the Approach View, which gives you more time to react. While orbiting around Venom, use the Cockpit View to better see the missiles that are launched from the surface of the planet.

1-4 METEOR BASE

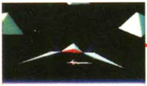




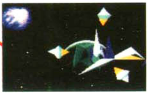
STAGE 1-4: Shoot Dancing Insector's legs, even though it doesn't appear to cause damage. Avoid it when it spins. Soon its legs will wither, exposing its body.



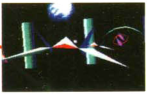
STAGE 1-4: Go through the left door here to get a Nova Bomb. Use Retros or Boosters to avoid damage by speeding up or slowing down.



STAGE 1-5: Fly through the circle to make two Nova Bombs appear. They are very effective at clearing a path through the concentrations of missiles in this level.

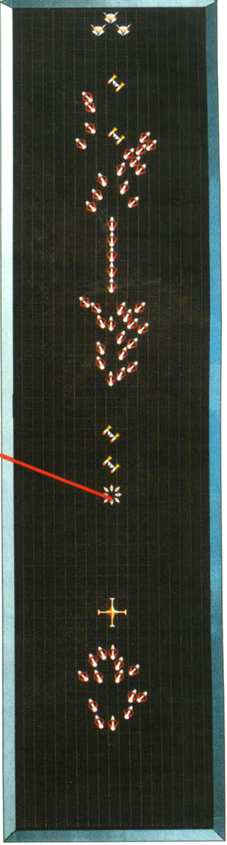


STAGE 1-4: Extend your life. Use your Retros again here to slow down so you'll be able to collect the 1-Up in this stage.



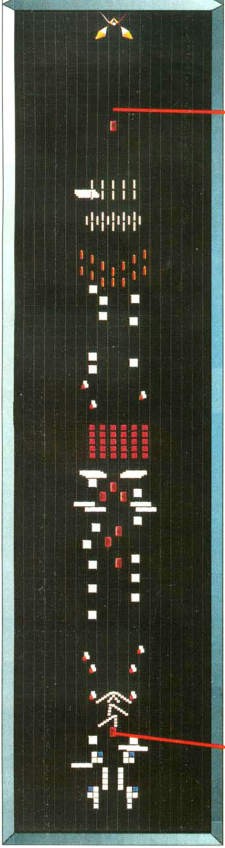
STAGE 1-4: Use Retros to slow down as you go through the tightly spaced pillars. There are several good Power-Up items here that you can get if you go slow enough.

1-5 VENOM SPACE

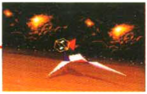


COUNSELORS' CORNER EXTRA! STAR

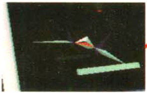
1-6 VENOM SURFACE



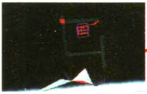
The final stage of Course 1 and the second stage of Course 2 are actually quite similar in challenge level. In both, you must dodge many geometric obstacles while being attacked by enemies. The Approach View is best for avoiding collisions.



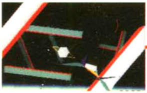
STAGE 1-6: Memorize the pattern of falling blocks and collect a Twin Blaster and a Nova Bomb. Use your Booster to avoid the last block as you grab the Twin Blaster.



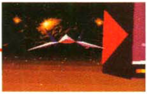
STAGE 2-2: Anticipate the girders as they move into your path to avoid them. If you roll as your maneuver, you can react more quickly—just don't lose control!



STAGE 2-2: It's possible to collect a Twin Blaster and Shield item in the middle of this stage. Shields definitely come in handy towards the end of the stage!

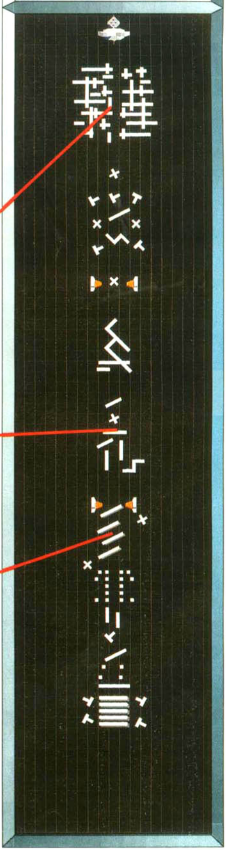


STAGE 2-2: The girders here form a sort of tunnel. The safest path is right through the center. If you maneuver carefully, you can also get a Nova Bomb here.



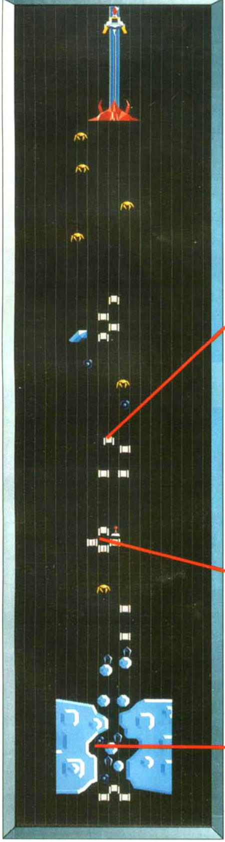
STAGE 1-6: The girders swing in the direction that the arrows point. Shoot the arrows to change their directions. Keep right to avoid heavy fire.

2-2 SECTOR X

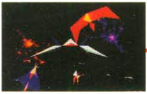


FOX STAGE MAPS

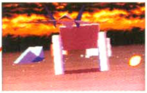
2-3 TITANIA



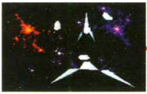
Stages 2-3 and 2-4 can be tough. Professor Hangar, the boss of 2-3, is easy to beat. To defeat the Plasma Hydra in 2-4, shoot the arms (even though it doesn't seem to damage them) until they disappear, then aim for the body.



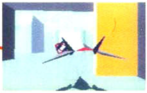
STAGE 2-4: Never, ever, shoot the big, blue stingrays— it only makes them mad! You must, however, drive off the smaller, yellow stingrays with your laser.



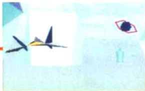
STAGE 2-3: A Nova Bomb is hidden behind one of the spinning barriers in this area. Shoot the barrier to make it spin, then swoop in to collect the bomb!



STAGE 2-4: Turn and burn. Press the L or R Button to roll if a pesky Space Amoeba sticks to your ship— and be sure to pick up the 1-Up from amidst the amoebas!

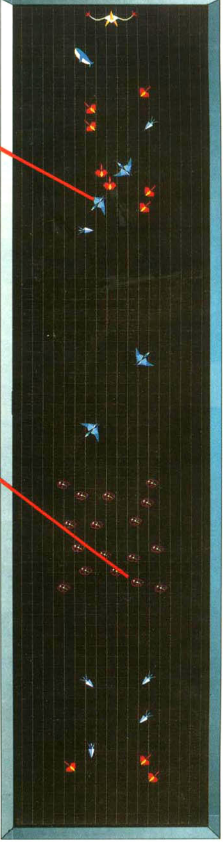


STAGE 2-3: Before you destroy the weather control core behind the right door to exit the loop, power up on every loop with the Twin Blaster that's behind the center door.



STAGE 2-3: Take the route up the left side of the canyon to collect a Nova Bomb. And be sure to watch for enemy Plasma Ball Blasters—they're lethal!

2-4 SECTOR Y



POWER PLAYER'S CHALLENGE!

Scores, scores, scores. This month we have been sorting through piles of mail with all kinds of great scores! Many of the photos we have received this month were very close to beating the top players, so keep sending in your accomplishments until you see your name on top! If you can think of a challenge of your own, then send it in and we'll have a look at it, too.

CHALLENGE

PHALANX

How high of a score can you get on the Easy Mode?

Don't forget your score resets if you Continue!

TRACK AND FIELD

How high of a score can you get in the Competition Mode?

CONGRATULATIONS!
1
2
3

It will take at least 10,000 points to win the gold medal.

NES OPEN TOURNAMENT GOLF

What is the lowest score you can get on the Japan Course?

Be careful, there are lots of water hazards.

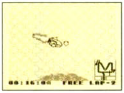
F-ZERO

What is the best time you can get on the Port Town II time trial?

Try racing in the Practice Mode; you will get better times.

WAVE RACE

What is the best time you can get on the first track in the circuit?



Use the practice mode, so you can race alone.

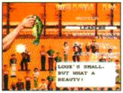
YOSHI

What is the highest score you can get on Game A?

The more enemies you have between the Yoshi eggs, the higher your score.

SUPER BLACK BASS

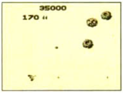
What is the biggest Black Bass you can catch?



The lakes you see later in the game have the biggest fish in them!

ASTEROIDS

What's the highest score you can get in this classic Game Boy game?



Have your camera ready when you lose your last ship.

DUCKTALES 2

How much money can you finish the game with?

Try to grab all of the treasures to ring up that bankroll!

POWER PLAYERS

PHALANX

Highest Score

Stephen Krogman Boca Raton, FL	2,248,830

TETRIS

Most Lines in Game A

Matthew Kunofsky Brooklyn, NY	204 lines
Robert Bixby Sr. Bernard, ME	176 lines
Keisha Roberts Harrisonburg, VA	175 lines
Joy Corpuz Edmonton, AB	174 lines
Lenora Perry Skagway, AL	171 lines

STAR FOX

Highest Scores

Derek McClinton Game Play Counselor	66,500
Daniel Garcia Fabern, TX	59,500
Scott Peters Kaukauna, WI	58,900
Joseph See Ripon, CA	58,300
Wayne Priskill San Leandro, CA	57,400

SUPER MARIO KART

Best Time on Mario Curcuit 1 Time Trial

Ricky Innocent New Castle, PA	1:00:88
Scott Walters Tempe, AZ	1:01:71
Matt Bowman Elkins, PA	1:01:98
Joe Bastone Monticello, NY	1:02:46

YOSHI

Highest Scores on Game A

Kellie McCoy	29,465
Verna Osburn Sacramento, CA	20,915
Louis Buono Brooklyn, NY	16,905
James Ditto Ellenwood, GA	10,595
Jason Naylor Dinuba, CA	10,100
Randy Cross Meadow Vista, CA	9,455
Sheila Just Vancouver, WA	9,325

F-ZERO

Best Time on Port Town II

Joel Niedrich Game Play Counselor	2:28:43

F-ZERO

Best Time on Mute City I

Ron Hooks Princeton, KY	1:54:53
Kevin Clark Eustis, FL	1:54:60
Gregg Geregosian Port Clinton, OH	1:55:23
James Baradine Loomis, CA	1:57:03
Justin Mazer New Albany, NY	1:57:99

TMNT IV: TURTLES IN TIME

Quickest times to finish

Jeremy Ramos Redlands, CA	15:18
Karian Fung Brooklyn, NY	18:37
Keven Pieper Duncanville, TX	18:39
Peter Godiney Los Angeles, CA	18:40

NES OPEN TOURNAMENT GOLF

Best Score on the Japan Course

Martin-Pierre Lussier St. Hyacinthe, PQ	-19
Tom Smith Los Angeles, CA	-19
Jeff Doiron Westbrook, ME	-18

SEND US YOUR HOT SCORES!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to ➜

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

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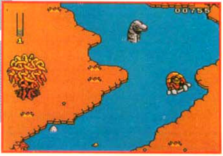
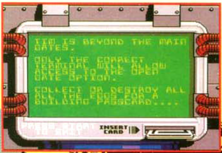
Studios, Inc., Amblin
Entertainment, Inc.
& Ocean

JURASSIC PARK™

Millions of years ago, dinosaurs ruled the earth, awesome beasts of breathtaking size. Extinct for ages, the behemoths are about to come back to life in Ocean's new lineup of Jurassic Park games. This month we take a look at the NES version, in which the experiment runs awry.

PROBLEMS IN THE DINOSAUR PRESERVE

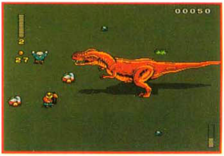


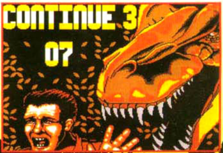

TIM IS BEYOND THE MAIN GATES.

ONLY THE CORRECT TERMINAL WILL ALLOW ACCESS TO THE OPEN GATE OPTION.

COLLECT OR DESTROY ALL ALL THE EGGS FOR A BUILDING PASSCARD....

In the NES version, Jurassic Park, the theme park first made famous in Michael Crichton's bestseller and brought to film this summer by Steven Spielberg, is recreated in six stages. The dinosaurs' natural jungle habitat has been reproduced on a fog-shrouded, island park where the untamed beasts roam free. And be warned—it's no petting zoo. For one or two alternating players, NES Jurassic Park puts you on that amazing island, at the mercy of the massive beasts. Then, something goes dreadfully wrong with the experiment.





CAUTION

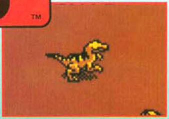
BIOLOGICAL HAZARD

AUTHORIZED PERSONNEL ONLY

A PRODUCT OF BIOTECHNOLOGY

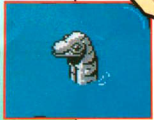
The game follows the plot of both book and movie. John Hammond, a visionary entrepreneur, imagined a theme park that was more than just scary rides and elaborate backdrops. He wanted to create the real thing, a place where people could watch actual dinosaurs at play. When biotechnical advances made his vision possible, he watched his dream, Jurassic Park, come to life on a remote and mysterious island.

RAPTOR



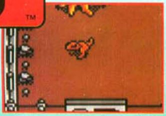
Vicious and amazingly fast, Velociraptors often hunt in packs and kill for sport. They can run up to 60 miles per hour and can kill with single swipes using their razor-sharp claws.

BRACHIOSAUR

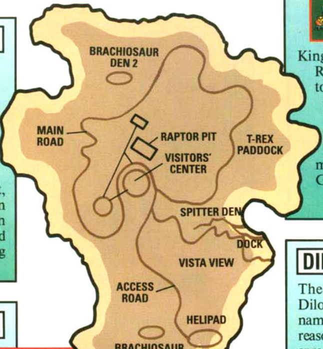


The massive Brachiosaur, also known as the Brontosaurus, stands more than 50 feet tall and weighs up to 30 tons. The tiny head at the end of the Brachiosaur's long, arching neck houses an equally small brain.

COMPSOGNATHUS



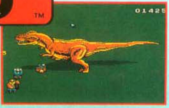
The Compsognathus tends to travel in packs, so if you see one, expect others to appear, too. It has a poisonous bite and preys on small or injured animals. They breed prolifically and are overrunning the park.



BEYOND THE GATES

John Hammond's vision never took into account what could go wrong—what could happen if the animals weren't so docile. When you walk beyond the gates of Jurassic Park, you take your life into your own hands. Hammond's grandchildren have disappeared and are known to be somewhere within the compound. It's up to you to find them.

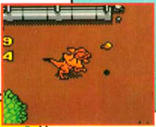
T-REX



King of the dino-tyrants, the T-Rex is a blood-thirsty predator capable of eating huge amounts at a single meal. The much-feared carnivore stands about 18 feet tall and has large, powerful jaws that make its prey shrink in terror. Give this beast a wide berth.

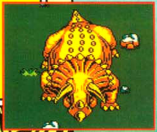
DILOPHOSAUR

The odd-looking Dilophosaur is nicknamed "The Spitter," and for good reason. When aroused, they spread their brightly colored crests and spit venom as far as 20 feet. Listen for a hoot. When you hear it, run for cover. It means that they're about to spit. Their venom can blind or paralyze you.



TRICERATOPS

The slow moving Triceratops is fearsome looking but is actually quite mild-mannered. Three horns grow from its huge head and it gets around on short, squat legs. Even though it's about the size of a modern-day elephant, the Triceratops is dwarfed by many of its dinosaur counterparts in Jurassic Park.

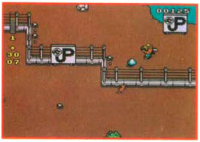


LEVEL 1 DINOS ON THE LOOSE

When you use the first Passcard, which is in plain sight, you'll find out that Tim Hammond, John's grandson, is trapped just beyond the main gates. It's up to you to find another Passcard and figure out how to open the massive gates.

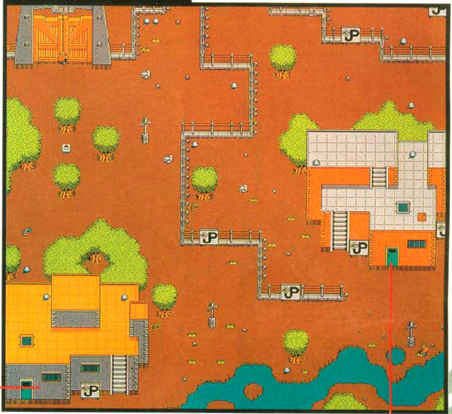
GATHER EGGS

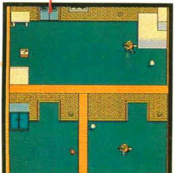
When you first enter any area, you must collect all the eggs in order to get a Passcard that lets you proceed. The counter in the upper left corner of the screen lets you know how many more eggs there are to find.



When you collect all eggs in the area, a Passcard will appear. Use it on a computer.

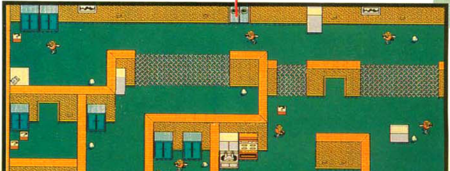
AREA 1





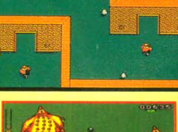
BUILDING 1

Pick up the passcard and enter the building in the lower left area. Gather all of the eggs in the building and log on to the computer. Choose the "Help Request" option to receive information about the whereabouts of Tim Hammond.



BUILDING 2

Now enter the building on the right and gather the eggs inside. Beware of picking up the Question Blocks. Some of them are helpful, but others explode in your face. Log on to the computer and use "Gate Control" to open the main gates.



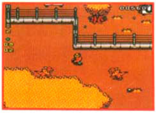
Enter the gates and touch Tim. He'll follow you as you dodge the dinosaurs.

LEVEL 2 FIND LEX

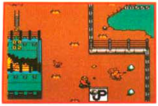
John Hammond's granddaughter, Lex, is also lost. She's being held somewhere in Stage 2, but you'll have to brave Spitters and T-Rexes to find her. Once again, you must gather eggs before you earn information that will lead to her whereabouts.

DODGE THE DILOPHOSAURS

Herds of Dilophosaurs, or Spitters, inhabit this area. Turn up the sound and listen for the hoots that mean they're about to spit.

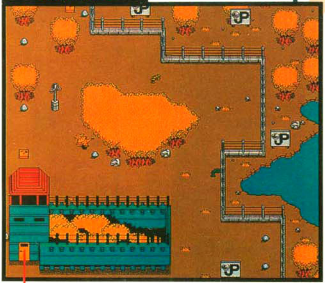


The Spitters travel in huge herds, so lots of them attack at once.



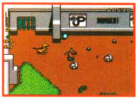
The Spitters guard their eggs jealously. Listen for their hoots.

AREA 2

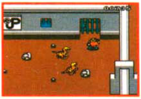


T-REX TROUBLE

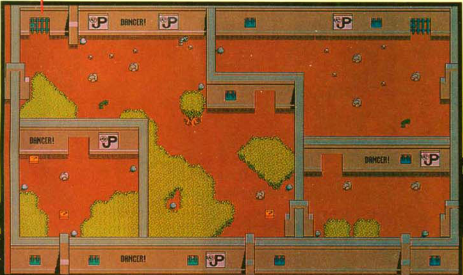
It's hard to gather eggs with fearsome T-Rexes around. They're very quick, and when you get near their eggs, they'll dash in and attack. To earn your Passcard, you'll have to be one step quicker than they are.



You'll have to be fast on your feet to gather T-Rex eggs.



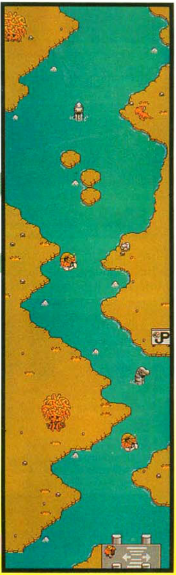
Be quick. Grab the Passcard and hot-foot it for the exit.



DANGER!
ELECTRIFIED FENCE!
This gate cannot be opened when fence is armed!

MORE AHEAD

There is another river area ahead. Eggs are optional here, but you get bonus points for each one you find.



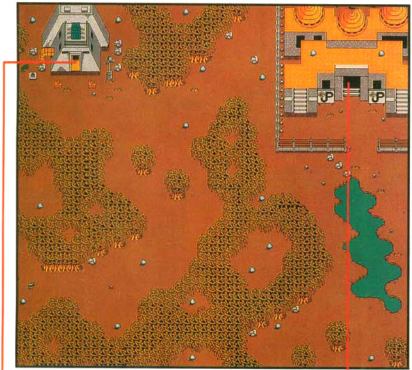
UP A RIVER

The first part of the river is shown above. You have to complete one more section of the same length before you move on.

LEVEL 3

RESTORE ORDER

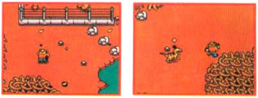
For some reason, all of the computers in the park are down. You'll have to figure out what the problem is and get all of them back on line to complete Stage 3. Watch your back—the dinosaurs in this area are becoming very aggressive.



NO CAKE WALK

This stage is much more heavily reptiled than the previous two, and there is also thick vegetation that gets in your way. You'll have to find places to sneak through the brush to gather eggs as you avoid the aggressive attacks of the dinos.

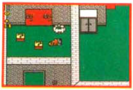
There are more dinosaurs in Stage 3, and they're more aggressive, too. They like to hide in the underbrush.



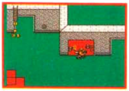
Dinosaurs can attack from the other sides of fences. You'll have to pick your way through the brush to get eggs.

POWER-UP THE COMPUTERS

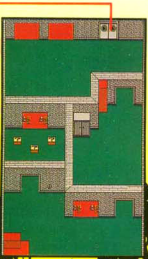
Enter the building in the upper left to turn on the power. Pick up the Question Block on the left only—the others are lethal.



The only helpful Question Block is the one on the left.



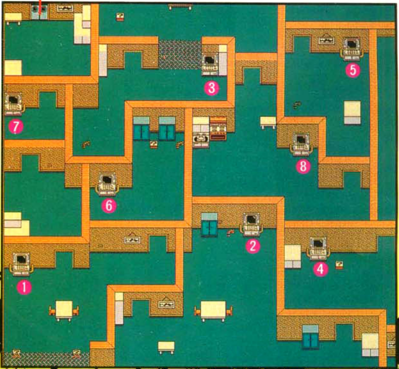
Walk up to the switches above to turn the power on.



WARNING
BIOLOGICAL
MATERIAL
☣
TERATOGENIC
AND
MUTAGENIC
AGENTS
PRESENT!

SECRET SEQUENCE

You must power-up the computers in the right sequence to complete the stage. Enter the building on the right and turn them on in the order shown on the map.



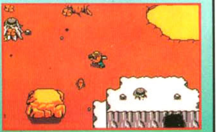
MORE PARTS OF THE PARK

CAUTION
VIABLE EMBRYOS
HANDLE WITH
EXTREME CARE!

The first stages are relatively easy—just wait for the challenges that await in the final three areas. Time becomes more critical, rescues become more complex, and dinosaurs become more brutal as this jurassic experiment goes tragically wrong.

LEVEL 4

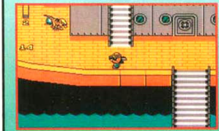
The goal in this stage is to destroy the Raptor nests. To do so, collect three time bombs from the buildings and place them on the nests. You must hurry to escape before they blow.



Place the time bombs on the Raptor nests and get out of there before they explode.

LEVEL 5

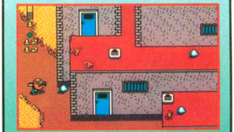
In this stage, you must get to the dock and use the radio there to call for help. The challenge is in finding the door that leads to the room with the radio. Your Passcard opens only one.



If you open the right door, you'll be congratulated for successfully sending the message.

LEVEL 6

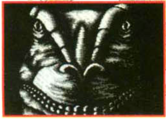
Now it's time to execute the escape plan. You must reach the helipad to be picked up and saved, but on the way you'll have to gather eggs to get the Passcards that open the right doors.



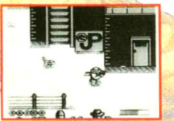
It's a mad dash for the helipad, but you must pick up Passcards along the way.

JURASSIC PARK FOR GAME BOY

The early version of Jurassic Park for Game Boy was just like the NES version, except that the graphics were actually much better. The maps were the same, but everything was rendered in more detail.

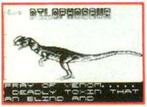


The dinosaur at the start shows the detail of the Game Boy version.



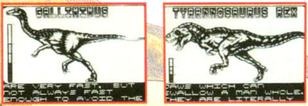
The map of Stage 1 is the same as it was in the NES version.

This version also has an Info option missing from the NES game.



PRAY OF VENOM. . . .
DEADLY TOXIN THAT
AN BLIND AND

The dinosaurs are rendered in richly detailed graphics.



ARE VERY FAST, BUT
NOT ALWAYS FAST
ENOUGH TO AVOID THE

JAWS WHICH CAN
SWALLOW A MAN WHOLE.
THEY ARE LITERALLY

The park's two largest dinosaurs are the Gallimimus and the Tyrannosaurus Rex, shown here in their detailed Game Boy forms.

NO! *FEEDING*
FLASH PHOTOGRAPHY
YELLING

JURASSIC PARK IS COMING TO THE SUPER NES IN LATE SUMMER!

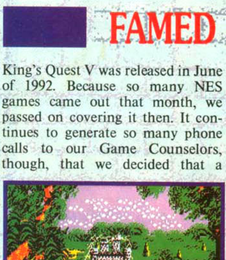
King's Quest® V

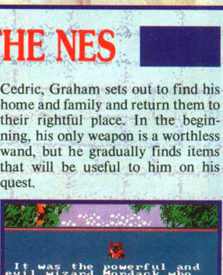
ABSENCE MAKES THE HEART GO YONDER

Konami's NES version of the fifth game in the popular PC-based RPG series lets players continue the rivalry between King Graham and the wicked sorcerer, Mordack.

FAMED RPG COMES TO THE NES

King's Quest V was released in June of 1992. Because so many NES games came out that month, we passed on covering it then. It continues to generate so many phone calls to our Game Counselors, though, that we decided that a review was in order. Although it was originally a computer game, this RPG translated well to the eight-bit format. As the game begins, King Graham leaves Castle Daventry to walk in the nearby woods. In his absence, a great wind whirls in and swallows up the castle and everyone inside. When Graham returns but finds no home, he immediately suspects that his long-time enemy, the evil sorcerer, Mordack, is behind the disappearance. His suspicions are confirmed by Cedric, an owl who witnessed the strange occurrence. With the help of Crispin, the kingdom's wizard, and accompanied by Cedric, Graham sets out to find his home and family and return them to their rightful place. In the beginning, his only weapon is a worthless wand, but he gradually finds items that will be useful to him on his quest.





```
It was the powerful and
evil wizard Mordack who
did it. I just happened to
be visiting with an old
friend when I saw him
materialize out of thin
air. Thank goodness he
didn't notice ME!
```

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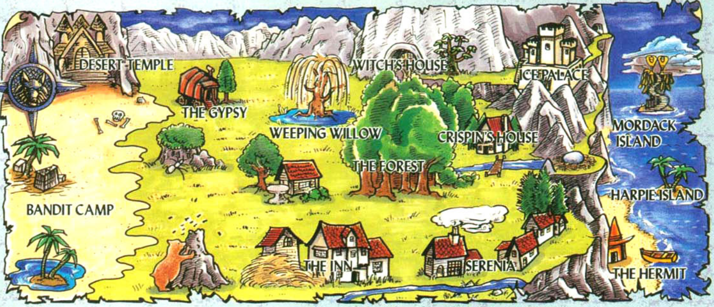
THE OVERWORLD

As he searches for his castle and family, King Graham will visit several strange areas. He begins with his companion, Cedric, in front of Crispin's house. Follow the directions indicated on each compass to find the various areas.

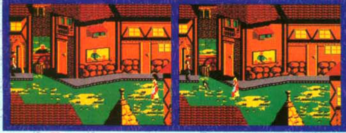


SERENIA

While Cedric waits at the outskirts of town, enter Serenia and talk to the shopkeepers. Find out what the various people need, and search for two valuable items.

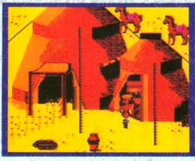
BY THE BARREL

After you exit from a shop, look on the ground next to the Barrel. You'll see a flashing Silver Coin. Pick it up, then check the Barrel. There's a dead fish in there that will come in handy later on.

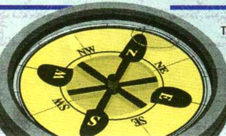


STEAL THE STAFF

Drink from the container in front of the hideout, then enter the tent on the right. Be quiet! If you wake the bandits, you'll be in big trouble. Find the Staff.



Take the Staff from the wall and return to the temple. Use it to open the door, then enter and get the Brass Bottle and Gold Coin.

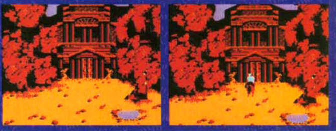


DESERT TEMPLE

Look for a Shoe near the Desert Temple. Don't wander very far—water is hard to come by and you might succumb to thirst. Take the Shoe to the Cobblers in Serenia.

WATCH THE BANDITS

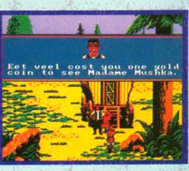
At the temple, hide behind the rock on the right and watch the bandit use a Staff to open the front door. The bandits will stash their loot inside the temple, then they'll take off. Find their hideout.



THE FOREST

Go to the Fortune-teller's wagon in the forest and give the man standing by it the Gold Coin. He will let you talk with the gypsy inside who gives you an Amulet.

Go to the forest and give the man by the Fortune-teller's wagon the Gold Coin you picked up in the Desert Temple.



Eet veel cost you one gold coin to see Madame Mushka.

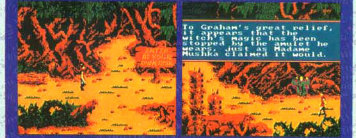
The gypsy gives you an Amulet that will protect you from magic spells.

THE DARK FOREST

Put on the Amulet at the entrance to the Dark Forest. The witch will cast a spell that should turn you into a frog, but the Amulet protects you from the spell. While she tries to figure out why the spell didn't work, put the Brass Bottle in front of her. She'll release the Genie inside, who will then bottle her up.

DON'T BE A FROG

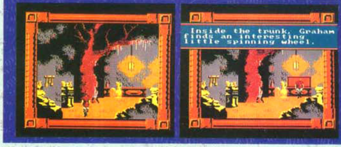
The witch will try to turn you into a frog, but the spell won't work. When she opens the Brass Bottle, the Genie, who is glad to be free after being cooped up for years, will bottle her up in his place.



To Graham's great relief, it appears that the witch's magic has been stopped by the amulet he wears, just as Madame Mushka claimed it would.

VISIT THE HOUSE

Enter the witch's house and open the chest to get the Spinning Wheel, then take the Key from the incense burner hanging from the ceiling. Get the Pouch from the drawer on the left and leave the house.



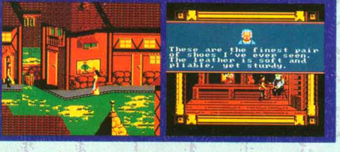
Inside the trunk, Graham finds an interesting little spinning wheel.

RETURN TO SERENIA

Trade the Emeralds for the Dwarf's Shoes when you leave the forest, then visit the elderly Gnome and his son. Give him the Spinning Wheel. In return he'll give you a Marionette. Search the Haystack by the Inn to find the Gold Needle, then return to Serenia. Exchange the Marionnette for a Sled in the Toy Shop.

THE SHOE SHOP

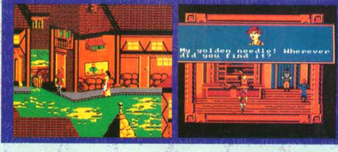
The Shoe Shop has fallen on hard times. When you offer the Dwarf's Shoes to the owner, he'll be so overjoyed that he'll lay down his Hammer and leave on the spot. Pick up the Hammer before you exit.



These are the finest pair of shoes I've ever seen. The leather is soft and pliable, yet sturdy.

THE TAILOR'S SHOP

If you take the Gold Needle that the ants helped you find to the Tailor, you can swing a sweet deal on the Cloak that Graham admired earlier. The Tailor will trade you straight across, needle for Cloak.



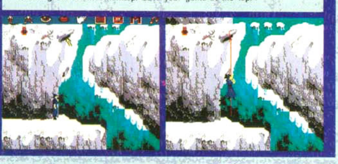
My golden needle! Wherever did you find it?

INTO THE MOUNTAINS

After you use the Tambourine to scare the Snake away, you'll be able to enter the Mountains. Put on the Cloak and use the Rope to climb to the rock ledge. Save the game at this point, then jump across on the stepping stones. Some of them disappear suddenly, so you'll be glad that you saved your game.

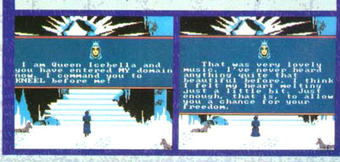
CLIMB UP

Follow the mountain path up to the frozen waterfall. From there, use the Rope that you picked up from the basement of the Inn to climb up the rock ledge to the mountaintop. Save your game at the top.



THE ICE PALACE

Play your Harp for the Ice Queen to keep from being thrown in the dungeon. When she makes you fight the Yeti, knock it off the cliff with the Pie. Take an Ice Crystal from the cave wall before you leave.



I am Queen Icebella and you have entered MY domain now. I command you to KNEEL before me!

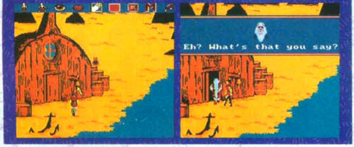
That was very lovely music. I've never heard anything quite that beautiful before. I think I felt my heart melting just a little bit. Just enough, that is, to allow you a chance for your freedom.

VISIT THE HERMIT

After you're rescued and dropped on the beach by the Eagle, pick up the Crowbar and head to the hard-of-hearing Hermit's house down the beach. He'll answer the door but he'll go back inside because he can't hear anything. Go up to the shipwrecked boat and use the Beeswax to mend the hull. Sail the ship to Harpy Island.

WHO'S THERE?

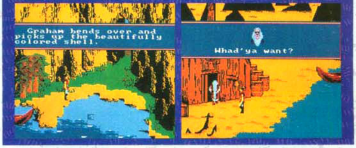
When you first meet the Hermit, he retreats quickly because he can't hear anything. Go north from his house to find the wrecked ship, then use Beeswax to repair it. Set sail for Harpy Island.



Eh? What's that you say?

FIND A SHELL

Take the wounded Cedric and the Shell you find on Harpy Island back to the Hermit's house. He'll use the Shell to hear, and he'll heal Cedric and persuade a Mermaid to take you to Mordack's Castle.



Graham bends over and picks up the beautifully colored shell.

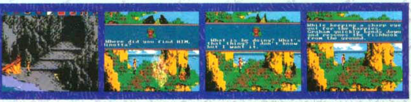
Whad'ya want?

HARPY ISLAND

The Harpies capture both you and Cedric as soon as you set foot on their island. Cedric disappears, but the Harpies begin arguing over you. If you play the Harp for them, they'll begin arguing over it and they'll fly off. Pick up a Silver Fish Hook from the ground, then go find Cedric. He's badly injured. Get the Shell and leave.

MAKE MUSIC

Play the Harp for the Harpies. They'll begin to argue about it, not you.



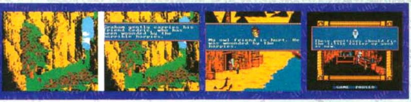
Where did you find HIM, Unotta?

What is he doing? What's that thing? I don't know but I want it.

While keeping a sharp eye out for the harpies, Graham quickly bends down and retrieves the fishhook from the ground.

SAVE CEDRIC

The Harpies have left sidekick Cedric lying on the beach, badly injured.



Graham gently carries his friend Cedric, who has been wounded by the terrible harpies.

My owl friend is hurt. He was wounded by the harpies.

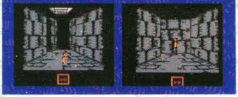
These potions should fix the little feller up good as new.

MORDACK'S CASTLE

You crash your ship into the shore upon arrival, but you don't need it anymore. Pick up the dead Fish from shore, then climb the stairs. Stop and Save your game before you reach the twin Serpent Statues. They fire deadly bolts from their eyes, so don't try to pass without using the Ice Crystal. It will reflect their searing gazes right back at them.

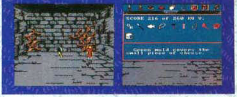
MAKE A MAP

Use the Crowbar to force the vent open. Make a Map of Mordack's Dungeon as you go.



SCORE CHEESE

Throw the Silver Fish Hook into a mouse hole in the Dungeon and reel in some cheese.



SCORE 216 of 260 KQ V.

Green mold covers the small piece of cheese.

CAT'S IN THE BAG

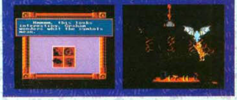
When the Cat shows up, throw the dead Fish at it, then put it into the Pea Sack.

TAMBOURINE

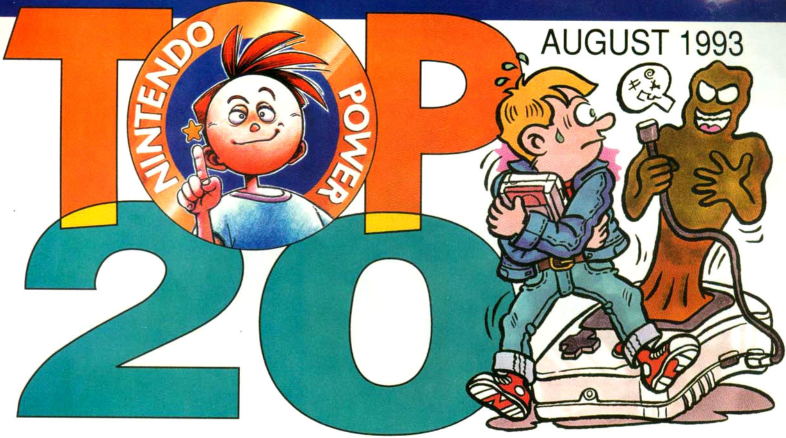
When the Blue Beast shows, play the Tambourine. It will take it and leave a Hairpin.

MORDACK

Fix Crispin's Wand. Use the spells you learn from the Lab Book to defeat Mordack.



Hmmm, this looks interesting. Graham wonders what the symbols mean.



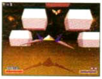
AUGUST 1993

Star Fox holds the top spot by a strong margin for the second month in a row. Mario sweeps the Game Boy charts, taking the top two spots. Meanwhile, The Legend of Zelda: Link's Awakening is working its way up the charts, anticipating a strong release!

SUPER NES

1 28,579 POINTS — 5 MONTHS

STAR FOX



Fox McCloud and his fellow pilots confront the evil Andross again this month. This game is the hottest title in the solar system!

2 19,107 POINTS — 14 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The World Warrior is still fighting hard to keep on top. How well will it do once Street Fighter Turbo hits town?

3 17,378 POINTS — 20 MONTHS

THE LEGEND OF ZELDA- LINK TO THE PAST

Zelda is lost in the Dark World, and Link is her only hope. Everyone wants to get their hands on this adventure!

4 9,824 POINTS

SUPER MARIO KART

Coming around the fourth turn, Mario and all the other racers pull in with another strong finish.

5 7,936 POINTS

MARIO PAINT

The things you can make with Mario Paint are endless, and that's what keeps it in demand!

6	7,297 POINTS	FINAL FANTASY II
7	4,576 POINTS	SUPER MARIO WORLD
8	4,350 POINTS	TECMO SUPER NBA
9	3,886 POINTS	SIMCITY
10	3,739 POINTS	TMNT IV: TURTLES IN TIME
11	3,730 POINTS	BATMAN RETURNS
12	3,605 POINTS	SUPER STAR WARS
13	3,583 POINTS	NCAA BASKETBALL
14	3,572 POINTS	SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE
15	3,210 POINTS	F-ZERO
16	3,111 POINTS	THE LOST VIKINGS
17	3,089 POINTS	TINY TOON ADVENTURES: BUSTER BUSTS LOOSE
18	2,775 POINTS	SUPER GHOULS & GHOSTS
19	2,616 POINTS	NHLPA HOCKEY '93
20	2,418 POINTS	SHANGHAI II: DRAGON'S EYE

GAME BOY

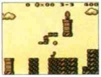
1 27,044 POINTS
11 MONTHS

SUPER MARIO LAND 2- 6 GOLDEN COINS

Mario is trying to get his castle back from his evil nemesis Wario. Check out all the action and see what makes this game great!

2 14,809 POINTS
35 MONTHS

SUPER MARIO LAND



He does it again folks! Mario takes the number one and number two spots on the Game Boy charts.

3 11,751 POINTS
20 MONTHS

METROID II: RETURN OF SAMUS

Grab your Ice Beam and destroy the Mother Metroid. Samus's adventure still rocks the charts.

4 9,973 POINTS

KIRBY'S DREAM LAND

Kirby inhales the competition and spits them back out in his first big adventure.

5 9,311 POINTS

THE LEGEND OF ZELDA: LINK'S AWAKENING

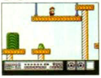
The rising anticipation for Link's Game Boy adventure is shooting it up the charts.

6	8,970 POINTS	TETRIS
7	6,224 POINTS	DR. MARIO
8	5,899 POINTS	THE REN & STIMPY SHOW
9	5,450 POINTS	FINAL FANTASY ADVENTURE
10	5,309 POINTS	BATTLETOADS
11	4,321 POINTS	FINAL FANTASY LEGEND II
12	4,153 POINTS	MEGA MAN III
13	4,110 POINTS	FINAL FANTASY LEGEND
14	3,932 POINTS	FACEBALL 2000
15	3,857 POINTS	YOSHI
16	2,803 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
17	2,606 POINTS	BIONIC COMMANDO
18	2,535 POINTS	MEGA MAN IN DR. WILY'S REVENGE
19	2,492 POINTS	GOLF
20	2,411 POINTS	TMNT II: BACK FROM THE SEWERS

NES

1 12,418 POINTS
46 MONTHS

SUPER MARIO BROS. 3



At the top and running strong! Mario dons his cape and rushes to Princess Toadstool's rescue once again.

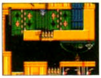
2 12,211 POINTS
59 MONTHS

THE LEGEND OF ZELDA

Link makes a strong showing on all three charts this month. If you haven't tried his original adventure, you better check it out.

3 7,792 POINTS
6 MONTHS

MEGA MAN V



Mega Man is knocking out the competition with his Mega Blaster. You better get it before he gets you.

4 7,616 POINTS

BATTLETOADS

Zits, Pimple and Rash are back in the top five this month. Games like this always return!

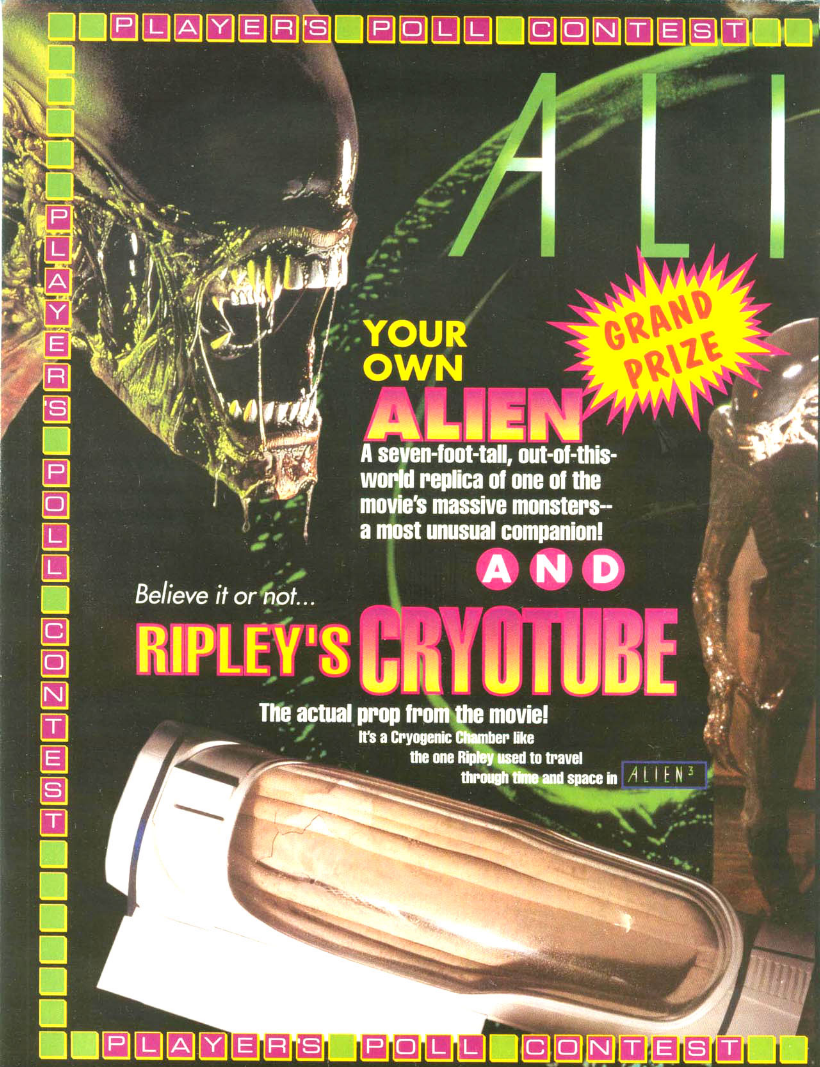
5 6,905 POINTS

FINAL FANTASY

Take your band of merry warriors for the adventure of a lifetime. Chaos awaits you!

6	6,424 POINTS	TEENAGE MUTANT NINJA TURTLES
7	6,321 POINTS	METROID
8	6,186 POINTS	TECMO SUPER BOWL
9	5,743 POINTS	DRAGON WARRIOR IV
10	5,607 POINTS	TECMO NBA BASKETBALL
11	4,752 POINTS	ZELDA II: THE ADVENTURE OF LINK
12	4,507 POINTS	MEGA MAN IV
13	4,435 POINTS	DR. MARIO
14	4,408 POINTS	TMNT III: THE MANHATTAN PROJECT
15	4,220 POINTS	BASEBALL STARS
16	4,069 POINTS	SUPER MARIO BROS. II
17	3,933 POINTS	MEGA MAN III
18	3,564 POINTS	TETRIS
19	3,553 POINTS	MEGA MAN II
20	3,469 POINTS	NES OPEN TOURNAMENT GOLF

PLAYER'S POLL CONTEST


ALI
PLAYER'S POLL CONTEST
GRAND PRIZE
ALIEN3

YOUR OWN ALIEN

A seven-foot-tall, out-of-this-world replica of one of the movie's massive monsters--a most unusual companion!

AND

Believe it or not...

RIPLEY'S CRYOTUBE

The actual prop from the movie!

It's a Cryogenic Chamber like the one Ripley used to travel through time and space in ALIEN3

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Did you use any of the Power Certificates you received in Volume 47 (April Issue) towards the purchase of a Game Pak?

1. Road Runner's Death Valley Rally/Firepower 2000
2. R.C. Pro-Am II
3. Looney Tunes

B. What did you think of the Super Mario Bros. movie?

1. I loved it
2. I liked it
3. It was O.K.
4. I didn't like it
5. I didn't see the movie

C. How often do you play a game before you purchase it?

1. Every time I buy a game
2. Most of the time
3. Occasionally
4. I never play a game until I buy it

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. Please indicate, in order of preference, your five favorite Super NES games.

G. Please indicate, in order of preference, your five favorite Game Boy games.

H. Please indicate, in order of preference, your five favorite NES games.

I. Trivia Test: If Ryu can throw a Fireball every 2 seconds, how many can he throw in a 90 second fight?

Answers to the Player's Poll - Volume 51

Name ______________________ Tel. ______________________

Address ____

City ______________ State/Prov. ______________ Zip/Postal ______________

Membership Number ______________________ Age ______________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3

B. 1 2 3 4 5

C. 1 2 3 4

D. 1 2 3 4 5 6

E. 1 2

F. Indicate numbers from 1- 82 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

G. Indicate numbers 83- 144 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

H. Indicate numbers 145- 220 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

I. Trivia Answer: ____

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Super NES Games

1. ActRaiser
2. The Addams Family
3. Aero the Acrobat
4. Alien^3
5. Aliens vs. Predator
6. Batman Returns
7. Battletoads in Battlemaniacs
8. B.O.B.
9. Bubsy in Claws Encounters of the Furred Kind
10. Bulls vs. Blazers and the NBA Playoffs
11. Contra III: The Alien Wars
12. Cybernator
13. Desert Strike
14. Equinox
15. E.V.O.: The Search for Eden
16. Family Dog
17. Final Fantasy II
18. Final Fantasy Mystic Quest
19. Final Fight
20. Final Fight 2
21. F-Zero
22. Hit the Ice
23. Home Alone
24. Inindo: Way of the Ninja
25. Jimmy Connors' Pro Tennis Tour
26. John Madden's Football '93
27. King of the Monsters
28. The Legend of Zelda: A Link to the Past
29. Lord of the Rings
30. The Lost Vikings
31. The Magical Quest Starring Mickey Mouse
32. Mario All-Stars
33. Mario's Missing
34. Mario Paint
35. Mech Warrior
36. Monopoly
37. NBA All-Star Challenge
38. NCAA Basketball
39. NFL Football
40. NHLPA Hockey '93
41. Nigel Mansells World Championship
42. Pilotwings
43. Pocky & Rocky
44. Road Runner's Death Valley Rally
45. Rock & Roll Racing
46. Rocky & Bullwinkle
47. Run Saber
48. Shadowrun
49. Shanghai II: Dragon's Eye
50. SimCity
51. SimEarth
52. SimAnt
53. The Simpsons: Bart's Nightmare
54. Soul Blazer
55. Spider-Man and the X-Men in Arcade's Revenge
56. Star Fox
57. Street Fighter II Turbo
58. Street Fighter II: The World Warrior
59. Super Castlevania IV
60. Super Conflict
61. Super Ghouls & Ghosts
62. Super High Impact
63. Super Mario Kart
64. Super Mario World
65. Super NBA Basketball
66. Super Slam Dunk
67. Super Smash TV
68. Super Star Wars
69. Super Strike Eagle
70. Super Turrican
71. T2: Judgment Day
72. Taz-mania
73. Tiny Toon Adventures — Buster Busts Loose
74. TMNT IV: Turtles in Time
75. Top Gear
76. Troddlers
77. Utopia
78. Vegas Stakes
79. Where in the World is Carmen Sandiego?
80. WWF Royal Rumble
81. Yoshi's Cookie
82. Zombies Ate My Neighbors

Game Boy Games

83. 4 in 1 Funpak Vol. II
84. Adventure Island II
85. Alien^3
86. Altered Space
87. Baseball
88. Batman: Return of the Joker
89. Battletoads
90. Battletoads in Ragnarok's World
91. Bonk's Adventure
92. Bionic Commando
93. Bubble Bobble 2
94. Caesars Palace
95. Castlevania II: Belmont's Revenge
96. Darkwing Duck
97. Double Dragon II
98. Double Dragon III
99. Dr. Mario
100. F-1 Race
101. Faceball 2000
102. Final Fantasy Adventure
103. Final Fantasy Legend
104. Final Fantasy Legend II
105. Gargoyle's Quest II
106. Golf
107. Home Alone
108. Home Alone 2
109. Kid Icarus
110. Kirby's Dreamland
111. The Legend of Zelda: Link's Awakening
112. The Legend of Zod
113. Looney Tunes
114. Mega Man in Dr. Wily's Revenge
115. Mega Man II
116. Mega Man III
117. Metriod II: Return of Samus
118. Monopoly
119. NBA Challenge 2
120. Operation C
121. Pac-Man
122. Paperboy
123. Prince of Persia
124. The Ren & Stimpy Show
125. The Simpsons: Escape from Camp Deadly
126. Speedy Gonzalez
127. Spider-Man 2
128. Super Mario Land
129. Super Mario Land 2 — 6 Golden Coins
130. Super R.C. Pro-Am
131. Star Trek: The Next Generation
132. T2: The Arcade Game
133. Tecmo Bowl
134. Tetris
135. Tiny Toon Adventures
136. Titus the Fox
137. TMNT: Back from the Sewers
138. TMNT: The Fall of the Foot Clan
139. Raging Fighter
140. Ultima—Runes of Virtue
141. Wheel of Fortune
142. Yoshi
143. Yoshi's Cookie
144. Zen Intergalatic Ninja

NES GAMES

145. The Addams Family: Pugsley's Scavenger Hunt
146. Adventure Island II
147. Adventure Island III
148. Adventures of Lolo 3
149. Baseball Stars
150. Batman Returns
151. Battletoads
152. Battletoads and Double Dragon
153. Blades of Steel
154. Bubble Bobble
155. Bubble Bobble 2
156. Caesars Palace
157. Casino Kid 2
158. Castlevania II — Simon's Quest
159. Castlevania III— Dracula's Curse
160. Cool World
161. Crash 'n the Boys
162. Crystalis
163. Darkwing Duck
164. Disney's DuckTales
165. Disney's DuckTales 2
166. Double Dragon II
167. Double Dragon III
168. Dragon Warrior
169. Dragon Warrior II
170. Dragon Warrior III
171. Dragon Warrior IV
172. Dr. Mario
173. Final Fantasy
174. Home Alone
175. Ice Challenge
176. Incredible Crash Test Dummies
177. Joe & Mac
178. Jurassic Park
179. Kirby's Adventure
180. The Legend of Zelda
181. Little Nemo the Dreammaster
182. Maniac Mansion
183. Mega Man
184. Mega Man II
185. Mega Man III
186. Mega Man IV
187. Mega Man V
188. Metroid
189. Mickey's Safari in Letterland
190. Mighty Final Fight
191. Monopoly
192. NES Play Action Football
193. NES Open Tournament Golf
194. Ninja Gaiden 2
195. Ninja Gaiden 3
196. Nobanaga's Ambition 2
197. The Simpsons: Bart Meets Radioactive Man
198. The Simpsons: Bart vs. the Space Mutants
199. The Simpsons: Bart vs. the World
200. StarTropics
201. Star Wars
202. Super Mario Bros.
203. Super Mario Bros. 2
204. Super Mario Bros. 3
205. Super Off Road
206. Super Turrican
207. Taz-Mania
208. Teenage Mutant Ninja Turtles
209. Tecmo Bowl
210. Tecmo NBA Basketball
211. Tecmo Super Bowl
212. Tetris
213. Tiny Toon Adventures
214. TMNT II: The Arcade Game
215. TMNT III: The Manhattan Project
216. Vegas Dream
217. Yoshi
218. Yoshi's Cookie
219. Zelda II: The Adventure of Link
220. Zen Intergalactic Ninja

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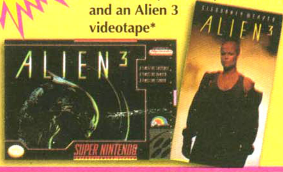

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GRAND PRIZE: The Grand Prize Winner will receive an Alien replica, a Cryotube from the movie (which may differ from Cryotube pictured), an Alien 3 videotape and the Alien 3 video game for the Nintendo system of the winner's choice. Because Alien 3, the movie, is R rated, winners under 17 must have permission from a parent or legal guardian in order to receive it. Estimated value of the Grand Prize is $3000. This contest is not open to employees of Nintendo of America Inc., its affiliates, agencies or immediate familes. Void where prohibited by law. Subject to all federal, state and local laws and regulations.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

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AUGUST
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PLAYING

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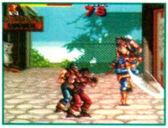
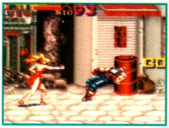
FINAL FIGHT 2

Company	Capcom
Suggested Retail Price	Not Available
Release Date	August 1993
Memory Size	16 Megabits
Game Type	Scrolling street fighting action

Before there was a Street Fighter II stealing all the glory, street-fighting fans were punching and kicking their way to fame and fortune on Final Fight. Final Fight 2 is even bigger and better than its predecessor. To save Genryusai and Rena, you'll have to take on the Mad Gear Gang in Metro City, either alone, or with a friend in the two-player option. Playing as one of three fighters, each with specialty moves, you (and a friend if you're in the two-player simultaneous mode) will battle through five stages. Look for our Power review next month.

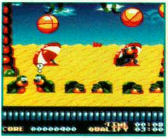
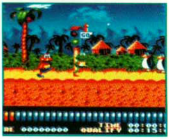
+ Great graphics and animation, and excellent play control. Capcom may provide its own biggest competition when players try to choose between Final Fight 2 and Street Fighter II Turbo.

– It's hard to argue with success, but it would be nice to have more fighters to choose from and better artificial intelligence in the enemies to provide an even bigger challenge.

SUPER AQUATIC GAMES

Company	Seika
Suggested Retail Price	$49.95
Release Date	August 1993
Memory Size	4 Megabits
Game Type	Comic sporting events

James Pond and friends compete in "offishell" games, the like of which you've never seen. Younger kids may get "cod up" in the simple events and big, colorful graphics. The events range from "bass-ic" races like the 100 Meter Splash to more intricate skill events like Kipper Watching and Feeding Time. In all, there are 10 events for one player, a training mode, where you learn how to control your character in the event, and a competition mode where you compete against computer opponents. There are also two levels of difficulty, but the higher level is still not much of a challenge for experienced players.

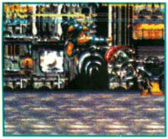
+ Good graphics and popular characters add up to fun for very young players. A mix of skill events (jumping mainly) and endurance, in which the player presses Buttons as fast as possible.

– The goal of many of the events is not clear and the control functions often change between different events. Both of these negatives could result in frustrated players.

ALIENS VS. PREDATOR

Company	Activision
Suggested Retail Price	$64.95
Release Date	July 1993
Memory Size	8 Megabits
Game Type	Scrolling combat action for one player

The battle of the aliens has begun on Vega 4. Aliens with molecular acid for blood and an almost invincible set of physical attributes have infested the colony. They seem to be the ultimate fighting machines, but are they? The Predator, armed with incredible weapons, is determined to prove that he is more than a match for these cunning creatures from the back end of the cosmos. You become the Predator, stalking through ten stages of alien infestation. Your special weapons include the razor disk, invisibility cloak, laser beam and spear. Powering up the laser takes time, but results in more explosive damage to the enemy. You can move in three dimensions on the linear scrolling stages, and you can use jump and slide attacks, too. Aliens of every conceivable stage of development will not let you rest for a second.



+ Both the aliens and the Predator look great and play control is generally good. The theme of the game is cool, even without the story lines from the comic books. The Continue feature keeps you going.

– The Power-Up weapons don't last nearly long enough, resulting in too much long, drawn out hand-to-hand combat. Hit detection isn't always logical. There's not much variety in the stages or in the types of attacks the aliens mount.

FIRST SAMURAI

Company	**Kemco**
Suggested Retail Price	**$59.95**
Release Date	**August 1993**
Memory Size	**4 Megabits**
Game Type	**Side-scrolling fighting action for one player**

The Demon King threatens peace and only one samurai warrior can reach him and destroy him forever. What this game lacks in original concepts it makes up in excellent play control and interesting graphics. As the First Samurai, you fight primarily with your sword. You also pick up Power-Up Mystic Runes along the way. With some of the Runes, you can call on the gods to help you get past fires and other obstacles. The three worlds are linear, but contain areas where you must discover the correct route or method to proceed. The actual combat isn't too difficult, although it is unceasing, and there are plenty of food Power-Ups to replenish your strength. The music and sound effects in this game are particularly inventive. One odd feature is that when your Health Meter drops below a certain point, your sword gets swept away.

+ Interesting graphics, sound effects and music, and solid play control. The challenge includes both fighting enemies and puzzling through the stages.

– More depth of play would be nice. The hero is supposed to be a samurai, but he looks more like a sumo wrestler. Stage intro animations are endless.

DRACULA

Company	**Sony Imagesoft**
Suggested Retail Price	**$59.95**
Release Date	**August 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling action for one player**

You are Jonathan Harker, a stranger in Transylvania, who seeks his lost love in the domain of Count Dracula. That's about as close as this game gets to Brahm Stoker's gothic novel and the more recent movie. The graphic elements of Transylvania are here, from wolves and bats to vampires, and the settings include castles, forests and even 19th Century London. But this is a straight action game which does not delve into any sort of adventure-style game play.

Jonathan can use a knife or, once he's found them, better weapons like a shotgun or sword. Each stage is large and contains multiple levels, so the game play requires you to find your way through a maze. An arrow points out the general direction of the exit, sometimes through a floor or ceiling, so figuring out how to get through the obstacle can be interesting. Each stage begins as a daylight scene, then becomes a night scene in which Count Dracula appears wearing one of several shapes. Before meeting the count you'll face an onslaught of his minions including wolves, spiders and other creatures of the night. None of the battles are particularly difficult, but the servants of Dracula never let up on the attack.

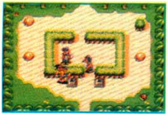
+ Generally, the graphics are quite good. Options include level of difficulty setting, number of lives, size of health meter and Controller setup. Some of the levels present puzzling obstacles.

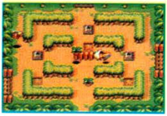
– In some areas, blocky background elements look like a return to early NES programming. With an 8 Megabit Super NES game they could have created more realistic character sets. The boss enemies present very little challenge.

GOOF TROOP

Company	**Capcom**
Suggested Retail Price	**Not Available**
Release Date	**August 1993**
Memory Size	**4 Megabits**
Game Type	**Two-player simultaneous overhead view action/adventure**

Goofy and his son, Max, must foil a band of pirates and solve a ton of puzzles in Capcom's latest Disney-based title for the Super NES. The cooperative play in the two-player mode gives Goof Troop a unique feel. Some of the places you'll visit in this month's review will be a tropical island, a mountain top castle and a sunken ship.





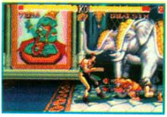
+ Easy control, fun characters and good graphics will make Goof Troop a hit, especially with young players.

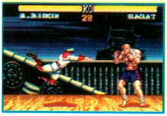
− The difficulty level is aimed at younger, less experienced players and there is no difficulty select option for greater challenge. In the two-player mode, when one player steps off the screen, both players get zapped to the next screen.

STREET FIGHTER II TURBO

Company	**Capcom**
Suggested Retail Price	**Not Available**
Release Date	**August 1993**
Memory Size	**24 Megabits**
Game Type	**Arcade street fighting action**

The saga of Street Fighter II goes on with this year's sequel to last year's mega hit. The Turbo version has a few graphic changes and some big changes in speed and moves. The huge memory configuration contains both the Street Fighter II Championship Edition and Street Fighter II Turbo. All the new moves are covered in the Power review in this issue.





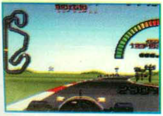
+ Everything that was great about the first game is still there, plus faster characters and some new moves.

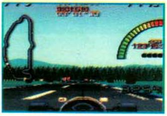
− Although the play control differences will mean a lot to loyal Street Fighter II players, they may not justify the step up for casual players.

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Company	**Gametek**
Suggested Retail Price	**$69.95**
Release Date	**August 1993**
Memory Size	**8 Megabits**
Game Type	**Grand Prix racing for one player**

Nigel Mansell, British racing ace, has come to America where he is making an impact both on and off the track. This Super NES title may be one of the biggest. This month, Power takes it for a test drive.





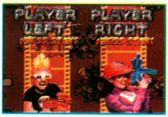
+ Excellent graphics and control. Lots of diverse race courses all over the globe with 3D terrain. A unique help feature that shows you the best line to take through the curves. Smart options that include Controller setup and a password for saving your Grand Prix season standings. It feels real!

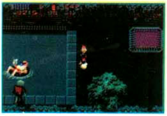
− There's no shortage of quality racing games out there, so the competition is fierce. There is no two-player simultaneous option.

ZOMBIES ATE MY NEIGHBORS

Company	**Konami**
Suggested Retail Price	**Approx. $59.00**
Release Date	**August 1993**
Memory Size	**8 Megabits**
Game Type	**Overhead view zombie action for one player**

The Zombies are everywhere in the neighborhood, and they're snatching your neighbors! What's worse, they might snatch you if you're not careful, quick and smart. All you have at hand to repulse the creepy invasion is an arsenal of household sundries like six packs of Coke, weedeaters and a squirt gun. Power shows you how to make the most of your consumer goods and natural anti-zombie skills.





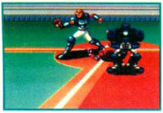
+ Great humor and innovations and fun graphics highlight this game. Lots of household weapons and potions give you a wide range of zombing-fighting options. Each of the more than 45 stages is unique with different backgrounds and specialized zombies.

− Most of the zombies, as the name implies, are pretty mindless and don't present a lot of challenge. Weapons aren't always located in the stages where they are virtually essential. You don't get passwords for each stage.

SUPER BASEBALL 2020

Company	**Tradewest**
Suggested Retail Price	**Not Available**
Release Date	**August 1993**
Memory Size	**12 Megabits**
Game Type	**Futuristic baseball for one or two players**

This adaptation of the hit arcade baseball game scores big on game play and graphics. The 15 teams in the Super Baseball Association have both human and robotic players, some of them with awesome talents. You can change pitchers and hitters and increase the power of your players' attributes. Using the password feature, you can play an entire season, or two players can go head-to-head in exhibition games. The game incorporates a random "luck" power feature that increases a batter's power when runners are on base, making it more likely for you to hit a Home Run or Grand Slam. The robots aren't the only variation on today's baseball. The field itself has a different, wider foul zone, making it easier to get a base hit and more difficult to field hits.



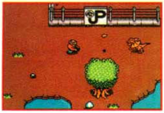
⊞ The 12 Megabits of memory are used for exceptional graphics. Play control is solid. It's especially fun as a two-player game. You can buy super robots to add to your team.

⊟ Fielding fly balls requires intuition and timing, which takes a while to develop. Once you get the hang of the computer opponent's pitching, it's easy to win. Human beings make for a better challenge.

JURASSIC PARK

Company	**Ocean**
Suggested Retail Price	**$39.95**
Release Date	**July 1993**
Memory Size	**2 Megabits**
Game Type	**Overhead action for one player**

The most incredible theme park in history will never open to the public. That's because the genetically engineered dinosaurs of Jurassic Park have taken over–and you're in their midst! How do you stay alive in this action shooter? Read the review in this issue.



⊞ Good graphics, especially of many of the dinosaur species. Accurate play control makes shooting and escaping easy. Recreates some of the situations (at least in spirit) of the hit movie. A large game world.

⊟ Not as many movie elements as you might expect. Most of the game is spent gathering items and shooting dinosaurs.

JIMMY CONNORS TENNIS

Company	**Ubi Soft**
Suggested Retail Price	**$32.95**
Release Date	**July 1993**
Memory Size	**1 Megabit**
Game Type	**Tennis tournament play for one or two players**

Tournament tennis requires both skill and stamina. Both of those elements come into play in this NES tennis simulation. The tournaments take place around the world and pit you against increasingly talented opponents. You can also play against a friend for a fast paced match. Options include a training mode, which is particularly useful in learning how to control the placement of your shots. In the tournament mode, a password keeps you coming back for more.

Jimmy Connors
PRO TENNIS TOUR
NMS
UBI SOFT

⊞ The play control is good, but to get used to it requires some practice. The training mode is helpful. The many play modes include one or two-player options and the world tournament option. Good challenge level.

⊟ Serving is a particularly difficult stroke to master in this game. The graphics are a bit plain. Jimmy Connors doesn't play much of a role in this license.

DRACULA

Company	**Sony Imagesoft**
Suggested Retail Price	**$49.95**
Release Date	**August 1993**
Memory Size	**2 Megabits**
Game Type	**Side-scrolling action for one player**

Drac's back and you're on the attack in this four-stage vampire hunt. Although the game bears the same title as last year's movie release, it really has very little in common with the film. This is linear action for the most part, with some exploring through maze-like areas. Jumping and hitting and some puzzle solving skills will serve you better than a ton of garlic.

⊞ Good play control with precision jumping will be appreciated by action game fans. The puzzle solving element adds some depth to the game.

⊟ The graphics are disappointing–blocky backgrounds and small characters. The feeling of Brahm Stoker's classic story just isn't here.

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Company	**Gametek**
Suggested Retail Price	**$39.95**
Release Date	**August 1993**
Memory Size	**2 Megabits**
Game Type	**International racing circuit for one driver**

The NES version of this Grand Prix racing tourney shines just like its 16-bit big brother. Read the race results in this issue's Nigel Mansell roundup.

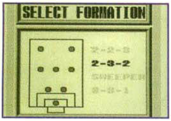
⊞ Good driving control and options, including Nigel Mansell's advice on keeping to the best line on any of the courses on the circuit. A password feature lets you join the international circuit whenever you want.

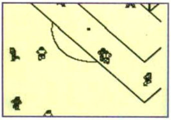
⊟ The sound is unrealistic and the graphics are a bit flat.

GOAL!

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**August 1993**
Memory Size	**1 Megabit**
Game Type	**Soccer for one or two players**

Play the Super Cup tournament, an Exhibition match or just try to stick a Penalty Kick past the goalie. The set of game options includes an automatic goalie, period time set, penalties being switched off and a Controller option that changes your control perspective. After choosing one of 16 international teams, one of four formations and your best lineup, it's time to hit the pitch. The password option lets you continue tournament play when you want.





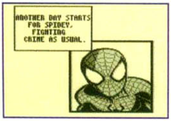
+ Excellent options, season play, and passwords give the game depth.

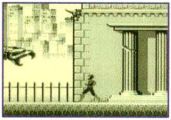
– Actual play is difficult, especially at first. The graphics are minuscule when the screen switches to the blimp view on a high kick. Identifying your man on defense can be difficult.

SPIDER-MAN 3: INVASION OF THE SPIDER-SLAYERS

Company	**LJN**
Suggested Retail Price	**$27.95**
Release Date	**July 1993**
Memory Size	**1 Megabit**
Game Type	**Comic action for one player**

You are the man of silk, the weaver of webs–Spider-Man–and an infestation of mechanical spiders has spread across New York. That isn't the only problem. Crime is as rampant as ever, and Peter Parker must do his best to string up the criminals. In the five stages of this third sequel for Game Boy, you must defeat a number of enemies before moving on. Spider-Man can run, jump, climb up walls and cling to ceilings. He can also shoot a line to objects overhead then climb the line or swing from it. You'll have to master all these skills and use your spider sense to overcome the mechanical mob of arachnids.





+ The most fun in this game comes from mastering the special spider skills. Some of the boss characters look cool and can be difficult to defeat.

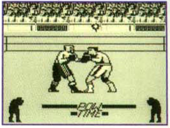
– There is an awkward delay between the time you push the Jump Button and when Spider-Man actually leaps. Enemy characters move too fast in comparison to the speed Spider-Man moves. Small character graphics.

MUHAMMAD ALI'S BOXING

Company	**Virgin Games**
Suggested Retail Price	**Not Available**
Release Date	**August 1993**
Memory Size	**1 Megabit**
Game Type	**Boxing for one player**

Muhammad Ali has been called one of greatest heavyweight boxers of all time. He was as skillful in the ring as he was controversial outside of it. In this Game Boy boxing simulation, you play the role of Ali as he sets out to win the world title. The actual boxing is limited to one type of punch with the left or right fist and moving about the ring. You have the option to select fights that last from three to eight rounds, to have one exhibition fight, or a World Title Trail that takes you through a series of matchups. A password feature lets you rest up between bouts. With the Management Option, you are limited to a few fighters whom you can challenge early in your career, but you also get to study their fighting styles.

MUHAMMAD ALI



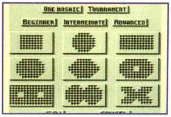
+ Good options like Management/Training add some depth to the Title Trail.

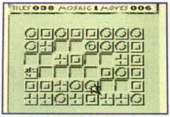
– Boxing moves and strategies are far too limited for a satisfying boxing experience.

TESSERAE

Company	**Gametek**
Suggested Retail Price	**$34.95**
Release Date	**August 1993**
Memory Size	**256K bits**
Game Type	**Puzzle**

This board-type puzzle game has similarities to Go and Spot, but varies considerably in the play. You begin with a board full of tiles. The tiles are divided into three types that represent how many tiles are placed on a given square. Tiles leap over other tiles in a move, with the result that the tile that is passed over in the leap will be removed from the board. Since tiles can be stacked three high, you might have to make multiple jumps over particular squares.





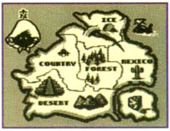
+ An Undo option lets you experiment with any number of moves.

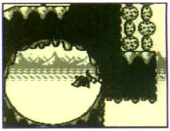
– The complexity of play is both the greatest strength and weakness of Tesserae. Players will need great mental stamina to puzzle through the quagmire of special rules that limit your moves.

SPEEDY GONZALEZ

Company	Sunsoft
Suggested Retail Price	$29.99
Release Date	August 1993
Memory Size	2 Megabits
Game Type	Comic action

Speedy Gonzalez, the fastest mouse in Mexico, must collect enough cheese wedges to ransom his mouseknapped buddies. Unfortunately for Speedy, there is no grocery store in sight and he has to collect cheese the hard way–by searching through six treacherous stages! Look for the pitfalls and perils in the Power review this month.





+ Good graphics and play control.

− Some moves require such precise timing that they can be frustrating.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ALIENS VS. PREDATOR	ACTIVISION	1P	3.4	3.3	3.2	3.4	ACTION
DRACULA	SONY	1P	3.3	2.7	2.8	2.5	ACTION
FINAL FIGHT 2	CAPCOM	2P-S/PASS	3.8	4.1	3.6	3.4	STREET FIGHTING
FIRST SAMURAI	KEMCO	1P	3.4	3.2	3.0	3.0	ACTION
GOOF TROOP	CAPCOM	2P-S/PASS	3.3	3.4	3.8	3.6	ACTION
NIGEL MANSELL WORLD CHAMPIONSHIP	GAMETEK	1P/PASS	3.4	3.6	3.6	3.5	RACING
STREET FIGHTER II TURBO	CAPCOM	2P-S	4.0	4.1	4.3	3.9	STREET FIGHTING
SUPER AQUATIC GAMES	SEIKA	1P	3.6	2.4	3.1	3.3	ACTION
SUPER BASEBALL 2020	TRADEWEST	2P-S	3.6	3.8	3.5	3.8	BASEBALL
ZOMBIES ATE MY NEIGHBORS	KONAMI	1P/PASS	3.8	3.8	3.7	4.0	ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
DRACULA	SONY	1P	2.6	2.9	2.6	2.5	ACTION
JIMMY CONNORS TENNIS	UBI SOFT	2P-S/PASS	3.1	3.1	3.1	2.9	TENNIS
JURASSIC PARK	OCEAN	1P	3.2	2.9	3.3	3.7	ACTION
NIGEL MANSELL WORLD CHAMPIONSHIP	GAMETEK	1P/PASS	3.2	3.3	3.4	3.4	RACING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
GOAL!	JALECO	2P-S/PASS	2.8	2.6	2.8	3.2	SOCCER
MUHAMMAD ALI'S BOXING	VIRGIN	1P/PASS	2.8	2.6	2.3	2.8	BOXING
SPEEDY GONZALEZ	SUNSOFT	1P	3.3	3.3	3.3	3.3	ACTION
SPIDER-MAN 3: INVASION OF THE SPIDER-SLAYERS	LJN	1P	3.1	2.3	2.5	2.6	ACTION
TESSERAE	GAMETEK	1P	2.6	2.4	2.9	2.8	PUZZLE

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

PAK WATCH

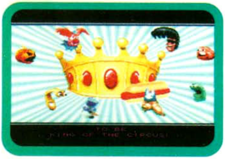
A LOOK INTO THE GAMES OF THE FUTURE

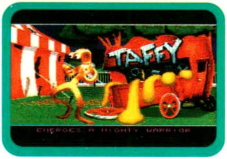
CLAY FIGHTER

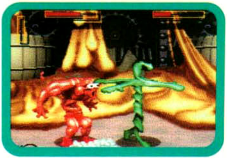
INTERPLAY

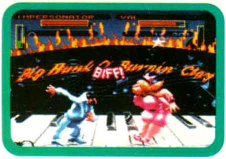
Just when you thought the battle was between Mortal Kombat and Street Fighter II Turbo, Interplay comes along with Clay Fighter, an outstanding fighting game with fighters made of clay. The development folks at Interplay revealed that they love the action of games like Street Fighter II, but not the overt violence. Clay Fighter is their best of both worlds answer. This 16 megabit Game Pak for the Super NES preserves the two-player challenge of the more famous fighting games, but it does it in a way that is funny and very involving. All the characters in Clay Fighter, including Elvis and the Opera Fat Lady, are made of clay, so they don't bleed. There's no control problem, either, since the makers of CF have used the standard SF II Controller sequences to activate special moves. Talk about smart! If you love Street Fighter II, but would like to see new characters with outrageous new moves, Clay Fighter has them.

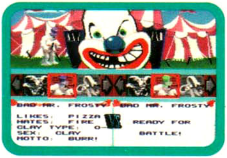
Clay Fighter features three specialty moves for each of the eight characters, the ability to become stronger with more victories, plus one awesome Super Move that you can only achieve by improving your endurance. Clay Fighter also has the first Super NES music with digitized vocals using the Advanced Realtime Dynamic Interplay Sound System (ARDISS), a new programming technology that's a mouthful to say and an earful to hear. Each fighter also has a digitized voice recorded by Hollywood talent. Look for Clay Fighter this November.

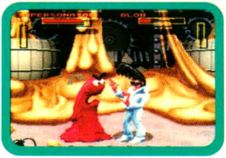








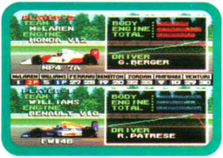

BAD MR. FROSTY
BAD MR. FROSTY
LIKES: PIZZA
HATES: FIRE
CLAY TYPE: O-
SEX: CLAY
MOTTO: BURR!
READY FOR BATTLE!

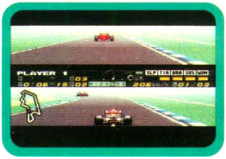


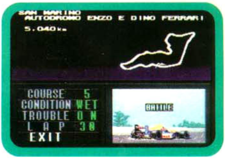
F1: POLE POSITION

UBI SOFT

Ubi Soft has entered the fast track of the racing world with F1: Pole Position, an international F1 racing simulator that includes real drivers, cars and racing teams. Besides a full range of standard options, such as customizing your car for the conditions of the 16 different international tracks, you can also choose a car depending on its ratings in three critical areas: engine, body and total. This is a two-player, split screen view without the unrealistic turn arrows. When you play the one-player game, the second view is your rear-view mirror. You can race a season, choose the number of laps in a race, the weather conditions, or just race time trials, trying to set a course record. With perhaps the smoothest steering of any Super NES racing game, F1: Pole Position will challenge the leaders once it appears later this fall.





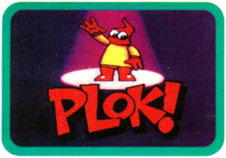


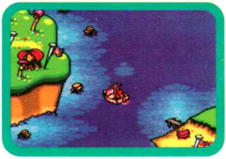
COURSE 5
CONDITION WET
TROUBLE ON
LAP 38
EXIT

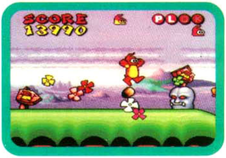
PLOK

TRADEWEST

Plok sounds more like a new breakfast cereal than a video game hero, but this unassuming little guy can fire his arms and legs to defend himself and blow a mean rock harmonica. Maybe someday he'll become Prime Minister. Tradewest's Plok is definitely one of the most innovative action games this Pak Ploker has seen in a long while. Created by Software Creations in Great Britain, Plok has one of the best music tracks in video games. That helps keep you hopping and bopping to the Plokadile rock. Plok's special moves include a great somersault and the ability to cruise in vehicles in certain areas of the game. One stage of the game, Plok's Legacy, stars Plok's granddad in classic black and white with piano accompaniment like in the old silent movies.



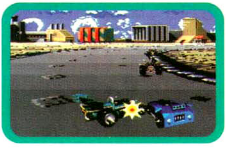


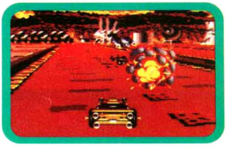


BATTLECARS

NAMCO

Let's talk speed. Nothing is faster than this Super NES car war. On nine futuristic race courses you and up to eight gear heads can compete alternately in a high speed demolition tourney. Or you can play a two-player, split screen, cross-country mode featuring cooperative play. You can smash into cars sideways or even flip your car around to fire missiles at drivers behind you. One of the coolest features is the ability to shift your view from close behind your car to far behind it, or anywhere in between. There are boss cars to defeat, three levels of difficulty, a VS. mode and customized car options. Namco expects this packed Pak to ship around October.





POWER PLUG

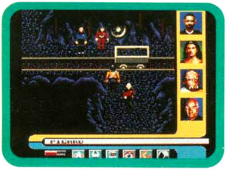
TYCO

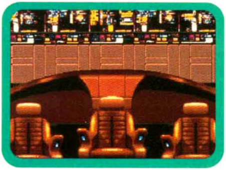
The Power Plug from Tyco is the answer to this Pak Watcher's dreams. Why? Because it allows you to program special move controller sequences into one button. That means you can do Chun Li's Inverted Hurrican Kick or Guile's Sonic Boom with one push of a button. Even better, the "Thrash" option on the Power Plug already has most of the Street Fighter II moves programmed into it. If you're into Mortal Kombat, that's no problem, either. You can program the Power Plug to do special and final moves with a few simple commands. The Power Plug also helps on racing games if you use the Power Steering option. This option makes steering smoother because it turns the car in smaller increments than the normal program.

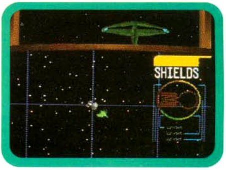
STAR TREK: THE NEXT GENERATION

SPECTRUM HOLOBYTE

Spectrum Holobyte has created a Star Trek game that is true to the vision of Gene Roddenberry, the creator of both Star Trek and Star Trek: The Next Generation. Spectrum's Super NES adventure, due later this fall, places you in control of the Next Generation Enterprise and her crew. The ship's systems are at your command and you can control individual crew members during away party missions. The game itself consists of several intermingling missions and plot lines with an emphasis on exploration and problem solving, not battle. You are armed, both in space and on planets, but you'd better be careful about who you blast with your phaser. In fact, you can roam around the galaxy if you like, although as one Spectrum insider stated, "The Federation might get rather upset if you run off with the Enterprise and ignore them."



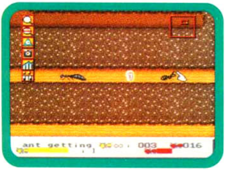


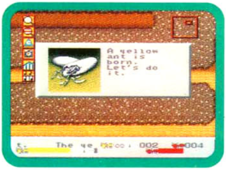


SIMANT

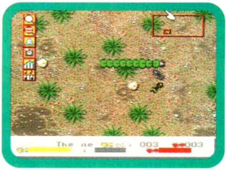
MAXIS

When SimAnt showed up from Maxis, within minutes antmania took hold! As head of the black ants, you begin by controlling a new queen. Starting from these humble beginnings, you'll build a colony, gather food, defend against horrible insect enemies and aggressive red ants who don't think the yard is big enough for the both of you. If your original colony thrives, you can spread out over the yard and eventually enter the house of the unsuspecting humans. SimAnt has all sorts of help screens that allow you to keep tabs on various elements of your colony. The graphics of this Super NES Mouse compatible game may even be superior to the hit PC game. Sim fans will find more true gaming involvement than in SimCity and SimEarth, but it also has the simulation element that makes Maxis products so fascinating.





A yellow ant is born. Let's do it.

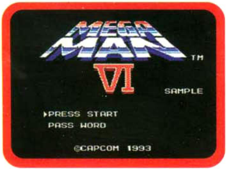


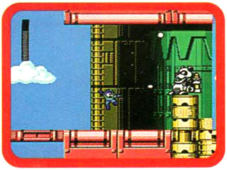
MEGA MAN VI

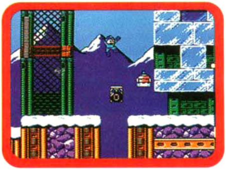
CAPCOM

From Mega Man to Mega Man V, the Blue Bomber always had one consistant problem–he couldn't defy gravity. In Mega Man VI, Capcom corrects that robotic design flaw by giving Mega Man a jet pack. Eight new mechanical boss characters will challenge Mega Man. Although this Pak Watcher has seen more Mega Man games than he can remember, the great play control and top notch NES graphics never fail to please.

Capcom is also working on Rescue Rangers 2 for the NES for this fall. As either Chip or Dale, you'll find yourself in some side-scrolling stages that reminded this Pak Watcher of the original Rescue Rangers.



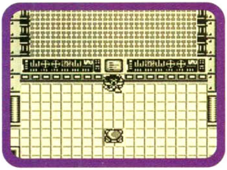


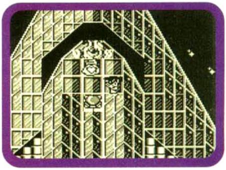


FINAL FANTASY LEGEND III

SQUARE SOFT

One of the great video game legends continues with the upcoming release of Final Fantasy Legend III for Game Boy this fall by Square Soft. This two megabit, battery backed up memory Game Pak combines fantasy and sci-fi elements in an epic RPG much like previous Final Fantasy games. Controlling a party of four heroes, you must save the land using weapons and magic. The game is big and involving, probably the best of the Legend series so far. In other news from Square, the word is that the Super NES release of Final Fantasy III won't be until next year. In the meantime, Final Fantasy Adventure II, reported earlier in Pak Watch, has been renamed The Secret of Manna and looks like one of the best adventure games ever. This overhead, Zelda-like adventure should appear in November.

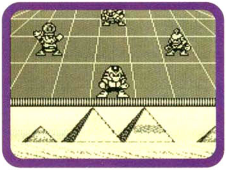


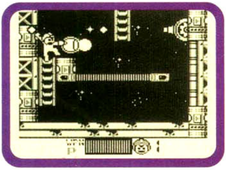


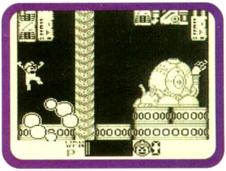
MEGA MAN IV

CAPCOM

An early version of Mega Man IV made its way to the Pak Watch desk where it has been getting quite a workout. This is classic Mega Man action with Dr. Wily and multitudes of mechanical meanies. In this reincarnation, Mega Man must collect P Chips in order to use a new machine created by Dr. Light. The machine creates powerful weapons for Mega Man to use against the bosses. Familiar boss characters, Toad Man, Pharaoh Man, Bright Man and Ring Man will test the Blue Bomber before he goes up against his arch nemesis. Mega Man IV for Game Boy should be released around November.







PAK WATCH CES

As the doors of Chicago's McCormick Place North opened on June 3rd for the beginning of Summer CES '93, your Pak Watch team was already on the floor, sniffing out the best upcoming games for the Super NES, Game Boy and NES. After four days of previewing every game in sight, your Pak Watch pros agreed that they had seen a higher level of quality than ever before. There was so much to talk about, that we've doubled our regular CES coverage.

As usual, **Nintendo of America** made news with both hardware and software announcements. On the hardware side, NOA unveiled a new generation NES, packaged without software and one Controller, and retailing for a suggested price of $49.95—a great deal for players who want to take advantage of the vast existing library of NES games. The Super NES grabbed the lion's share of software attention with *Super Mario-All Stars* being a hit with the players, especially the incredibly challenging Lost Levels. *FX Trax*, although early in development, showed the same style of 3D graphics and smooth animation that made Star Fox such a mega hit overnight. The *Legend of Zelda: Link's Awakening* may have been the biggest news for Nintendo; it was certainly the biggest news for Game Boy. The development version of *NHL Stanley Cup* also looked great!

Two words could describe the mood at **Acclaim's** booth—*Mortal Kombat!* The Super NES version of the arcade hit looked virtually like the coin-op. In addition to having four finishing moves never seen before, this Super NES version of Mortal Kombat will have an exclusive handicap feature that allows your character to take more or less damage per hit. Just as cool is another Super NES exclusive feature—a hand-to-hand mode that pits characters in a struggle without their special weapons! In addition to that, there are five difficulty modes and a Controller configuration option. The four new finishing moves include Raiden's electrical zap that x-rays his opponent, Sub-Zero's freeze move that turns the other guy to ice, Kano's punch through the chest and Johnny Cage's sliding shadow kick through the chest. Further arcade news from Acclaim was that *NBA Jam* was in the works. *NFL Quarterback Club* and *Championship League Soccer* rounded out Acclaim's sports Paks. The Simpsons continues to be a big license for Acclaim with *The Simpsons: Itchy & Scratchy* on the way for this December and *Itchy & Scratchy: Teed Off*, a battling miniature golf game for Game Boy, scheduled for release this fall.

SF II Turbo was huge!

Mario met his fans!

For the second year in a row **Capcom** stirred up the industry, this time by showing *Street Fighter II Turbo*. *Aladdin*, one of this month's Pak Watch features, looked excellent, too. *Mega Man X* delivered on its promise of being a real step up from the already great NES Mega Man games while *Eye Of The Beholder*, an award winning PC RPG, marks a new direction for Capcom.

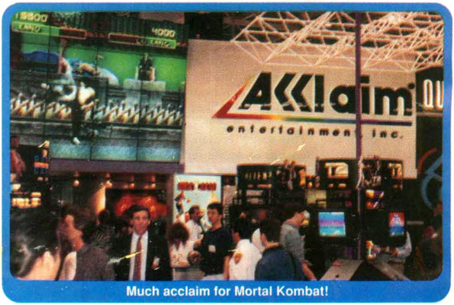
The big story at **Interplay** was clay. *Clay Fighter* and *Claymates* for the Super NES both use claymation-type characters in very innovative ways. The company's well-deserved reputation for quality and unique game play came across in both of these titles. *Rock 'N Roll Racing* with its awesome music and hot, two-player action was one of the favorites of the many players who flocked around it. *Lord of the Rings*, a sprawling Middle Earth adventure with Super NES Mouse compatability looked intriguing, as well.

Once again **Sunsoft** had some of the most dazzling games to be seen on the show floor. *Bugs Bunny: Rabbit Rampage* may be the best cartoon-based game ever. *Aero The Acro-Bat* turned almost as many heads as Bugs. *World Heroes*, Sunsoft's arcade adaptation entry into the fighting category, kept this Pak Watcher ducking for cover.

Konami was back on the Turtle bandwagon with *TMNT Tournament Fighter* for Super NES and NES and *TMNT III* for Game Boy. Both Tournament fighters played like winners and will add to the competition between top flight fighting games this fall. *Sunset Riders*, the arcade western, will be riding into town as a two-player simultaneous, seven level shoot 'em up. Speaking of shoot 'em ups, *Lethal Enforcers* is on its way. This arcade shooter will be packaged with a special light pistol. *Batman: The Animated Series* for Game Boy and *Tiny Toon Adventures: Montana's Movie Madness* both had good play control and graphics.

Under the towering gates of *Jurassic Park*, show-goers previewed **Ocean's** Super NES game based on this summer's blockbuster movie. Jurassic Park combines overhead and 3D modes of play in a vast 256 screen overworld with multiple indoor buildings and secret areas. Great dinosaurs, great sound, involved adventure gaming action and technologically advanced graphics made this the most talked about Jurassic Park at CES. An early version of *Dennis The Menace* had a similar feel to Ocean's The Addams Family while *Mr. Nutz*, finally nearing completion, features rich graphics in five huge worlds of play.

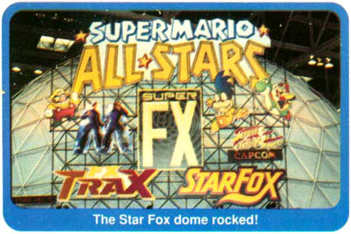
Electronic Arts continued to push the envelope of its award-winning sports series. *Bulls Vs. Suns The NBA Season* picks up where Bulls Vs. Blazers left off. Now included are a battery memory backup and a full season option and particularly cool player trading option that lets you put together your dream team. *NHL Hockey '94* has the NHL license and the NHLPA, so players will be able to skate with the real teams and players. Future sports titles will include all new football and basketball engines and Shaquille O'Neal. Now that Electronic Arts has purchased Origin, they will be carrying on the great role playing tradition with *Runes of Virtue* for the Super NES.



Much acclaim for Mortal Kombat!

Namco roared into the show with *Battlecars* and *Pac Man 2: The New Adventures*, which turned out to be perhaps the most novel game at the show. This may well be the first truly interactive cartoon since it features a character with highly developed AI with which you interact. Namco also showed *Metal Marines*, *Ms. Pac Man*, the arcade motorcycle racing game, *Sasuka 8 Hours* and *Pak Attack*—a sort of Pac Man puzzler reminiscent of Tetris and Dr. Mario.

Aero was dynamic!



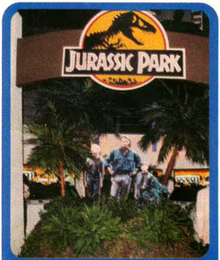
The Star Fox dome rocked!

At the packed **JVC** booth you almost had to have a cattle prod to get close to *Super Empire Strikes Back*. The reason for the crowds was that the game is phenomenal. As great as last year's Star Wars was, Super Empire is better. Excellent graphics, sound, story, play control, and balance made the game unbeatable as a crowd pleaser. *Jaguar XJ2000* was also displayed for the Super NES. This is a two-player split screen racer with 36 tracks in 12 countries with you behind the wheel of one of the world's hottest cars.

What do Muhammad Ali, RoboCop, Spot, Merlin, the Terminator and Baloo the Bear all have in common? All of them will be appearing soon on the Super NES from **Virgin Games**. This Pak Watcher's favorites were *Cool Spot* (totally cool graphics and excellent game play), *Jungle Book* (great graphics and music from the movie plus the world's first banana gun!), and *RoboCop Vs. Terminator* (two metal mutants make mincemeat of themselves and everything around them!)

Legends of the Ring from **Electro Brain** and *World Wide Soccer* are two more sports spectaculars from the development wizards at Sculptured Software. Legends contains eight of the greatest boxers in history. *Asterix—The Gaul* is a Super NES action game starring one of the most popular characters in Europe. *Future Zone*, a Star Wars-like adventure reported on in our last CES review, is still in development, but won't appear until the middle of 1994. *The Adventures of Pinocchio* for Game Boy, although similar in play and appearance to Altered Space, has the added attraction of Pinocchio cinema scenes.

The Flintstones for Super NES and a beginner's RPG called *Lufia* were the hot items at **Taito. Renovation** had an intriguing RPG called *The Journey Home* that had increasing levels of difficulty based on your performance and a three quarter view adventure RPG called *Arcus Odyssey* featuring two-player simultaneous action with lots of magic and mazes. The biggest RPG news was probably from **Koei**, not surprisingly, where *P.T.O.* and *Genghis Khan II* were on display. Also in the future lineup for Koei's historical RPGs were *Nobunaga's Ambition* and *Romance of the Three Kingdoms III* for the Super NES. More top flight RPGs were on the way from **Enix**. *Paladin's Quest* is a graphically impressive game while *Seventh Saga* may be the most playable true RPG ever made for the Super NES. Enix also had an early version of *ActRaiser 2* on display. This sequel contains action stages without the simulation elements of ActRaiser.



Park Place!

The sports scene was headed up by some big licenses including *Riddick Bowe Boxing* from newcomer licensee **Extreme**. This easy-to-play game featured a rotating ring that allowed players to chase opponents into a corner. Extreme is also producing *Choplifter III* and *Warriors of Rome III* for the Super NES. **American Technos** has two Super NES games in the works—*Popeye*, an action game with a two-player split screen competition mode, and *Super Dodge Ball*.

At **Tradewest**, all eyes turned to Plok and *Super Off-Road: The Baja*. Plok turned out to be one of the most colorful and creative platform games of the year. Super Off-Road: The Baja puts you in control of a 4x4 bouncing over the desert tracks of Baja California. Dallas-based Tradewest is also working on an all new *Pro Quarterback* starring Troy Aikman of the Cowboys.

The busy *Bubsy* crew at **Accolade** turned their focus on *Brett Hull Hockey*, *Speed Racer*, and *Pelé!*, a soccer game featuring the legendary Brazilian star. **Hudson Soft's** *Beauty and the Beast* looked super in a non-playable demo. On the otherhand, *Inspector Gadget* for the Super NES was very playable. It included lots of mechanical items for Gadget to use as he seeks to capture Dr. Claw. Perhaps the biggest news from Hudson was the finished version of *Super Bomberman*. This simple but challenging game is the first Super NES title to have a four-player simultaneous mode due to the Multitap adapter that is included in the package. Other licensees have already begun development of multiplayer games.

Spectrum Holobyte's *Star Trek: The Next Generation* turned out to be just what the captain ordered. Finally, a true Star Trek game. **Bullet-Proof Software** was showing *Obitus*, which has come a long way since Pak Watch first took a peek at it several months ago. Although the first person view of some stages may look RPGish, this fantasy game is a true adventure full of exploration and action. BPS is also working on a new puzzle action game.

SNES TITLE COMING SOON!
MAJOR LEAGUE BASEBALL
The Kid is coming!

Gametek's *Nigel Mansell's World Championship* proved itself a winner in the racing category. Also in the sports category was *Jeopardy Sports*. Hosted by "Who Is Alex Trebek?", this Jeopardy sim will consist entirely of sports and recreational answers. A new *Wheel of Fortune* with Vanna White is also in the works from Gametek.

The second Super NES game from **Ubi Soft** is *F1 Pole Position*, one of the classiest of the new racing games due out this fall. The game is fast and very realistic with a two-player split screen view, 16 tracks, actual F1 drivers, time trials and the ability to choose anything up to 30 laps for each race. For the NES, Ubi plans to release *John Madden Football* by the end of the year.

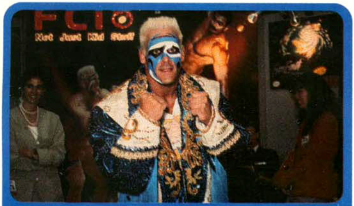
Mindscape continues to work on new Mario edutainment titles for both the Super NES and NES including *Mario's Time Machine*, in which Mario meets historical characters such as Joan of Arc and Neil Armstrong while searching for items stolen by Bowser. Action and sci-fi fans were happy to see *Wing Commander: The Secret Missions* with 16 new missions scheduled for a fall release. *Captain America & The Avengers* featured two-player simultaneous play in six levels of action. *Battleship* contains a one-player version of the classic board game, but also has a more complex campaign game featuring Mode 7 effects and some action elements. Eight players can go at it in *Championship Pool*.

At the **Seika** booth, *Legend* was the biggest news. This action game featured a medieval theme in which one player wields a sword while his partner swings an axe. **Seta** showcased a finished version of *The Wizard of Oz*—a rich graphic game with some innovative gaming twists. Also highlighted at Seta was *F1-ROC II*, which uses a special DSP chip similar to the Super FX to increase graphic scrolling speed. *Desert Sword*, an eight megabit Super NES air combat game, shares the same overhead angled view of EA's Desert Strike, but in this game you control a fighter bomber.

Nintendo
1
FX
Nintendo on Trax!

Activision showed *Pitfall Harry: The Mayan Adventure*, *River Raid*, and *Biometal*, all still in development. *Aliens Vs. Predator*, however, should be hitting the stores soon. **DTMC** displayed *Lester The Unlikely*, a Super NES game that reminded this Pak Watcher of the animation in Interplay's *Out Of This World*. *Rocky Mountain Sports* contains three mountain sports: climbing, river kayaking and ATV races. **Irem's** *Rocky Rodent* comic action game for the Super NES was near completion as was **Kemco's** *Top Gear 2*, a hot, two-player racing game. Kemco also showed *First Samurai* and *G2*. *SimAnt* from **Maxis** was finished and the sim meisters also revealed that the truly awesome *SimCity 2000* would be developed for the Super NES in 1994.

At **T*HQ** the licensing business never ends. The latest of their acquisitions was *The Lawnmower Man*, which had some great graphic effects. *Sports Illustrated Football/Baseball* looked close to completion and *The Ren & Stimpy Show* for the Super NES had the look of the Nickelodeon cartoon. Other T*HQ titles included *Thomas The Tank Engine* (a reading game for tots), *Time Killer*, a futuristic arcade game, *Total Carnage*, following in the path of Smash TV, and *Operation Alien*, based on the popular Kenner action figures.



The Sting!

TecMagik, another new Super NES licensee, had several projects in development including the Pink Panther in *Pink Goes To Hollywood*, *Andre Agassi Tennis*, and *Steven Seagal*, which is an action game starring Seagal but not based on any particular movie. **Titus** featured a racing game, *Lamborghini American Challenge*, while **Sony Imagesoft** had several action games including *Cliffhanger*, *Last Action Hero* and *Firehawk*. Attention at **Asciiware** was directed at *Ardy Lightfoot*, a challenging character platform game with puzzles and a lot of special effects. Asciiware's compact *Fighter Stick SN* was designed for fighting games and includes independently adjustable Turbo controls, slow mo and other features. **Vic Tokai** finally had *Time Slip* and *The Lost Missions* in playable form, plus they showed an arcade air combat game called *Lock On*, which featured Mode 7 effects and quick play.

Since the last show, **FCI** has picked up *Might & Magic III* from American Sammy. Along with its *Ultima—The False Prophet* title for the Super NES, FCI again has one of the strongest RPG lineups. FCI also showed *WCW SuperBrawl Wrestling*, a ten megabit, two-player game with digitized pics of the wrestlers. *Ultima: Runes of Virtue II* for Game Boy looks like one of the best Game Boy Paks of the year.

Mega Man is back!

Hi-Tech rolled out the carpet for *We're Back*, a dinosaur action game based on the Spielberg movie that will be released this fall. *Beethoven's 2nd* also debuted at the show. Again, the game play focuses on the upcoming movie at a level of difficulty appropriate for young players. **Jaleco's** future titles included *Pro Sport Hockey* and *Super Bases Loaded 2* both for the Super NES. *GP-1* from **Atlus** was the best motorcycle racing game for the Super NES this Pak Watcher has ever seen. *Striker* is a super fast, easy-to-learn, overhead view soccer game that could become the Tecmo Bowl of soccer titles.

The folks at **Absolute** have made a commitment to develop and market their own titles exclusively instead of developing for other licensees. The biggest of their upcoming projects is *Home Improvement*, based on the top rated sitcom. Also in the works for the Super NES are *Super Battletank 2*, *Turn and Burn: No-Fly Zone* and *Redline: F-1 Racer*.

Socks, the First Feline of the land, is going to star in **Kaneko's** new Super NES action game. Although it sounds a bit farfetched, the developers are having a blast putting wise cracks and visual humor in Socks The Cat. Chester Cheetah will return in *Wild Wild Quest* and *Fido Dido* from CBS's Saturday morning lineup also gets his own action game.

This Pak Watcher's final stop of the show was with **Data East**. Heading DE's fall list was *Monday Night Football*. This eight meg, battery backed up memory Pak features full season play, two-player options, a create-your-own-team option, and a Super Play feature that lets you zoom into the action and directly control a player from a close-up view. Super NES *Side Pocket* takes players on a tour of American billiards from coast to coast. All in all, it was a great show. In the next few months, we'll have our work cut out for us taking closer looks at the top titles.

Sugar Ray live and on Super NES!

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 52

FINAL FIGHT 2

The Mayor of Metro City hits the streets for a second round against the Mad Gear Gang. Join Mike Haggar and his two comrades, Maki and Carlos, for the fight of a lifetime.

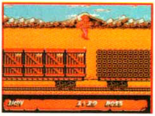
ROCK 'N' ROLL RACING

Check out all that big circuit action with Interplay's Rock 'N' Roll Racing. This hot racer features a rocking sound track and digital voice commentary by Larry "Supermouth" Huffman.

INDIANA JONES
& THE LAST CRUSADE

The blockbuster movie has made its way to the NES this month. All the adventure that has made Indiana Jones a star will be featured in next month's issue.

ENTERING THE CATACOMBS

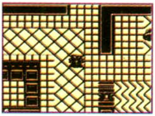


FINAL FANTASY
LEGEND III

Catch the long awaited third chapter in the Final Fantasy Legend epic. You and your companions must explore strange new lands in search of adventure in the biggest Final Fantasy Legend yet!

The Pureland Water
Entity appeared
and flooded this

Battle against
Diviner.



BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 44 (Jan. '93): Magical Quest Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).
Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Aliens 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).
Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien^3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland.
Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
Volume 48 (May '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalatic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads & Double Dragon, Fire 'N' Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O.: The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Batman
Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

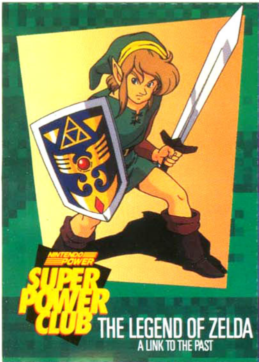
POWER CHALLENGE TRADING CARDS

Look On Page 6 To Find This Month's Winning Trading Cards! • There's a Different Winning Series Every Month!

Please see the reverse side for all the details on how to win!

WIN ONE OF 500 SUPER NES GAME PAKS!

Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Novice, Intermediate and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!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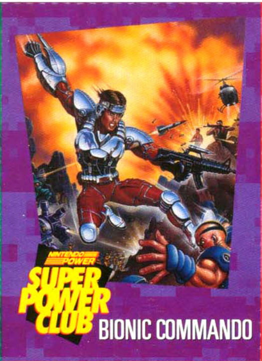
A LINK TO THE PAST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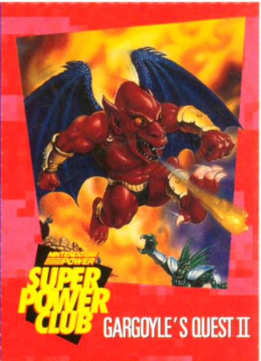
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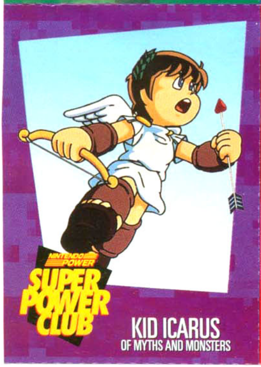
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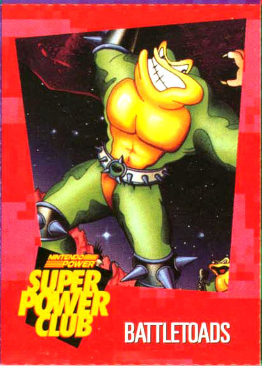
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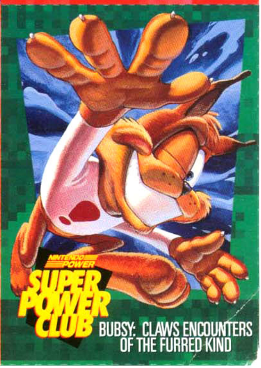
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BUBSY: CLAWS ENCOUNTERS
OF THE FURRED KIND

NINTENDO POWER SUPER POWER CLUB

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination. Or, hold the cards from this issue and combine them with cards from future issues for a chance to win!

If you collect the winning combination of three Power Trading Cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of 3 Trading Cards
2. Your name, address and phone number
3. Your Club Membership number, if any
4. The answer to the following question:

E. Honda won 80% of his 250
Street Fighter matches in 1992.
How many matches did he win?

Entries must be postmarked no later than Sept. 15, 1993, and must be received by Nintendo no later than Sept. 24, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries. **No purchase necessary**. Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered **Mock** Trading Cards by mail, send a self-addressed, stamped legal size envelope, including a hand-written request to the address listed above. Limit one set of Mock Trading Cards per household. **The Mock Trading Cards will not be the same as the Trading Cards shown below. The Mock Trading Cards will contain a "Power Card #" but will be a blank card stamped "Mock Trading Card/Contest Use Only."** No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50; the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than Nov. 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped legal size envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #37

NINTENDO POWER SUPER POWER CLUB

GARGOYLE'S QUEST II™

DESCRIPTION *An evil black light has spilled out from the Gaza Crevasse, and it's up to Firebrand, defender of the Ghoul Realm, to stop it! Travel through 30 areas of mystery and danger in this awesome NES quest!*

CHALLENGE *Try getting the Night Drop from the Hinom Woods without-*

Novice: *Losing a life*
Intermediate: *Getting hit twice*
Pro: *Getting hit at all*

SYSTEM: *NES*
GAME TYPE: *Hero Quest*
# OF PLAYERS: *1*
RELEASED: *10/92*
COMPANY: *Capcom*

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POWER CARD #17

NINTENDO POWER SUPER POWER CLUB

BIONIC COMMANDO™

DESCRIPTION *Swing into action in this great Game Boy version of an NES classic! Using your guns and your wits (not to mention an incredible bionic arm which lets you swing like Tarzan), you must infiltrate enemy territory and put a stop to the insidious Albatross project!*

CHALLENGE *Finish the game with a life meter that's only-*

Novice: *Six bars long*
Intermediate: *Four bars long*
Pro: *Three bars long*

SYSTEM: *Game Boy*
GAME TYPE: *Hero Action*
# OF PLAYERS: *1*
RELEASED: *9/92*
COMPANY: *Capcom*

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POWER CARD #7

NINTENDO POWER SUPER POWER CLUB

THE LEGEND OF ZELDA®
A LINK TO THE PAST™

DESCRIPTION *The power of the Golden Tri-Force has been stolen by the evil thief, Gannondorf! It's up to a young Hylian named Link to save his world and rescue Princess Zelda!*

CHALLENGE *Try beating Gannon with the following armor, sword, # of bottles, magic level, and # of hearts-*

Novice: *Red Armor, lv 4 sword, 2 bottles, 1/2 magic, 17 hearts*
Intermediate: *Blue Armor, lv 3 sword, 1 bottle, 1/2 magic, 15 hearts*
Pro: *Green Armor, lv 3 sword, 0 bottles, regular magic level, 13 hearts*

SYSTEM: *Super NES*
GAME TYPE: *Hero Quest*
# OF PLAYERS: *1*
RELEASED: *4/92*
COMPANY: *Nintendo*

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POWER CARD #61

NINTENDO POWER SUPER POWER CLUB

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND™

DESCRIPTION *Bubsy the Bobcat is out to save the world's yarn supply from the twin Queens of Rayon, Polly and Esther, and their evil army of Woolies! In this 16-level funfest, you'll see why Bubsy has personality to spare!*

CHALLENGE *How far can you go on the 1st level while constantly running?*

Novice: *The 1st Exclamation Point*
Intermediate: *The 2nd Exclamation Point*
Pro: *The End*

SYSTEM: *Super NES*
GAME TYPE: *Cartoon Action*
# OF PLAYERS: *1*
RELEASED: *5/93*
COMPANY: *Accolade*

Accolade, Inc.

POWER CARD #21

NINTENDO POWER SUPER POWER CLUB

BATTLETOADS™

DESCRIPTION *Zitz and Rash will spare nothing to save their buddy Pimple and the beautiful Princess Angelica from the Dark Queen's clutches! Surf-boarding, mountain climbing, jet-cycle racing, snake riding, pig smashing, fly eating...this game has it ALL!*

CHALLENGE *In the second level, how many extra lives can you earn for repeatedly bopping birds into the wall?*

Novice: *Two*
Intermediate: *Five*
Pro: *Eight*

SYSTEM: *NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *2*
RELEASED: *6/91*
COMPANY: *Tradewest*

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POWER CARD #5

NINTENDO POWER SUPER POWER CLUB

KID ICARUS
OF MYTHS AND MONSTERS™

DESCRIPTION *When the Goddess Palutena dreams of tragedy befalling Angel Land, she summons Pit and sends him on a grueling mission to gather the three sacred Treasures and defeat the invading Orcos!*

CHALLENGE *How far can you go without shooting any arrows?*

Novice: *The end of 1-1*
Intermediate: *The end of 1-3*
Pro: *The Boss of Level 1*

SYSTEM: *Game Boy*
GAME TYPE: *Mythical Adventure*
# OF PLAYERS: *1*
RELEASED: *11/91*
COMPANY: *Nintendo*

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SAVE BIG with these certificates worth $12.00!
But only if you use them.

SAVE

$5

Hey! Rip this $5.00 Power Certificate out and use it to score a Super NES Game Pak before January 31, 1994.

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CONSUMER: Coupon is only valid toward the purchase of the specified game paks. Coupon must be submitted to an authorized Konami retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100¢. **Coupon expires January 31, 1994.**

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RETURNS

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SAVE $4.00

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TINY TOON Adventures™ 2

KONAMI®

GOOD TOWARDS PURCHASE OF FEATURED GAME PAK ONLY.

SAVE

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Hey! Rip this $3.00 Power Certificate out and use it to score a Game Boy Game Pak before January 31, 1994.

NINTENDO POWER SUPER POWER CLUB™

MANUFACTURER'S COUPON | OFFER EXPIRES JANUARY 31, 1994

SAVE $3.00

WHEN YOU PURCHASE ONE GAME BOY GAME PAK.

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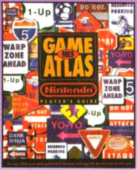
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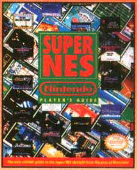
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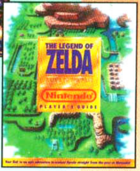
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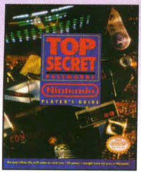
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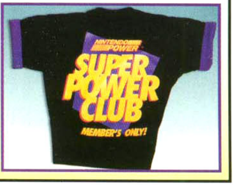
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